531 PS2 GAMES RATED! / 207 POWER CHEATS!

THE ONLY BUYING ADVICE YOU NEED! TRUE CRIME & RATCHET 2 BUSTED!

# PSM2

#43

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REVIEW + TIPS!

## TRUE CRIME: BUSTED!

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## 25 NEW GAMES REVIEWED!

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Every new PS2 game PSM2 rated inside!

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NOT THE FACE!

# MANHUNT

## THE FIRST REVIEW

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**LOTR: RETURN OF THE KING**

TROLLIN'! We've got the only verdict that counts!

**NEED FOR SPEED UNDERGROUND**

ROLLIN'! Is this the ultimate PS2 racer? Find out inside!

**SMACKDOWN! HCTP REVIEW**

SWOLLEN! Posh & Pecs! Check the PSM2 bitchfight!

FIRST WITH

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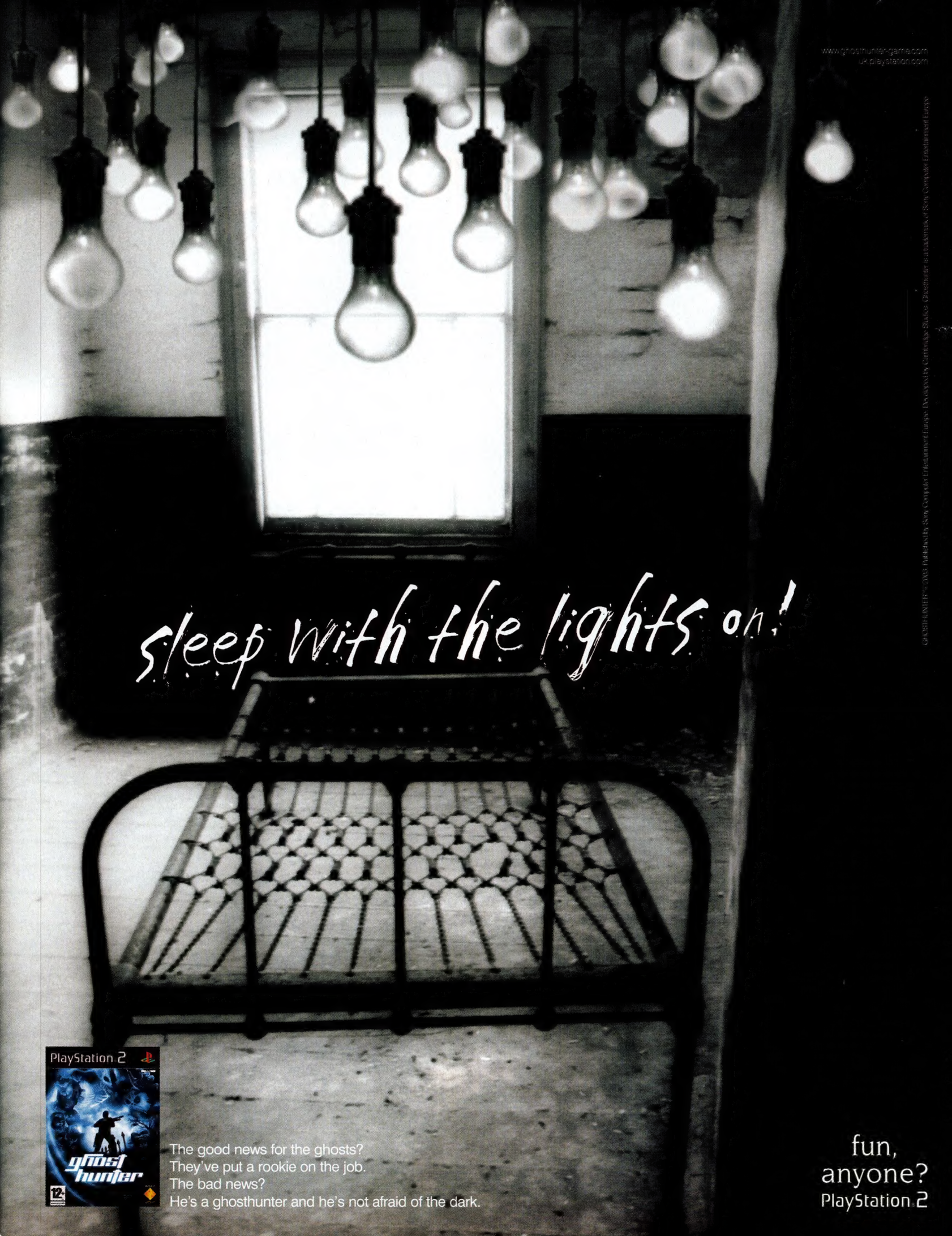
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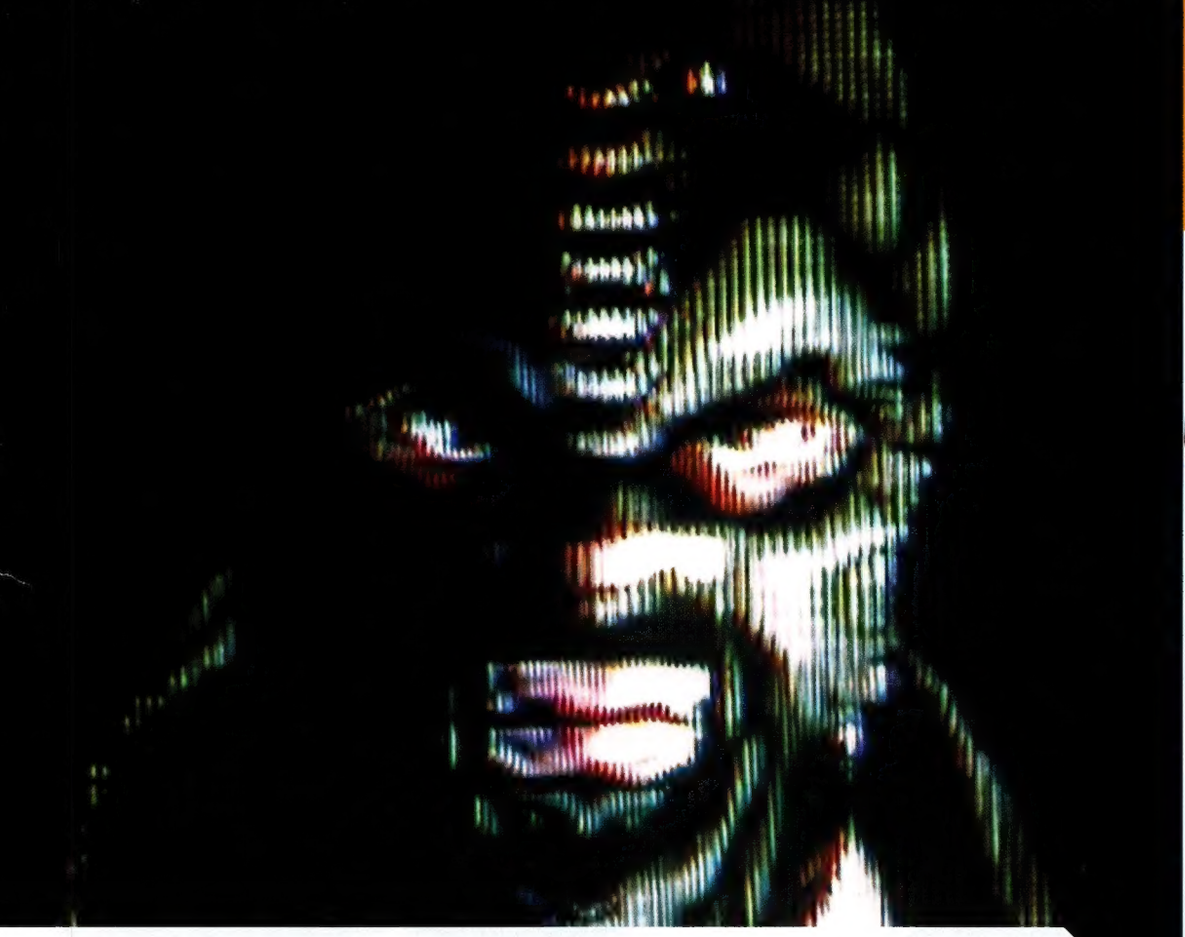
fun,
anyone?
PlayStation 2



# MANHUNT

Schlock, shocks and Brian Cox – Manhunt is a must-play game this Christmas. If you can handle it...

PSM2 COVER GAME! PG32

## BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

**THE SHARPEST OPINIONS**
Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

**THE CLEAREST INFORMATION**
Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

**THE RICHEST DETAIL**
We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

**THE BIGGEST GAMES**
As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

**THE HOTTEST DVD ACTION**
Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

**WARNING: PSM2 ISN'T ABOUT...**
Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

**PSM2 • OFTEN IMITATED • NEVER BETTERED**

# WELCOME TO PSM2

## MANHUNT – IT'S THE SICKEST GAME EVER. OR IS IT?

**Well, obviously, on one level, yes – the first knee-shattering, face-splattering baseball bat execution is a moment you won't easily forget. It's going to be condemned by the Daily Conservative (who won't even look at it) and loved by a great number of hardcore gamers (and some casual ones too). But the thing is, we've actually *played* it, and we're not so sure.**

Think about it. Nearly every popular game lets you kill people, and most of the time you don't even have to think about it too hard. *Medal Of Honor: Rising Sun*? Christ, you mow down an average of about forty 'bad' guys (ie, Japanese) every level. *Hitman 2*? Look, bleat all you want about the lure of that Silent Assasin ranking but most levels invite you to rampage through leave a trail of semi-naked delivery people behind you. *True Crime*? Well, it scarcely matters if you shoot the odd unarmed hooker – after all, they're all criminals...

In contrast, *Manhunt*'s intense, scary and, yeah, hugely difficult – but it's about as far from 'casual' violence as you get. Every kill feels evil and wrong and your tricked and coaxed into every one. The sheer grit it takes to kill someone up close makes all the difference. It might sound strange to say that you get emotionally invested in suffocating a clown with a plastic bag, but trust us – it happens.

Not everyone's going to 'get' *Manhunt*. Not everyone's going to like it. But everyone apparently loves gunning down of Russians in *Freedom Fighters*, and nobody bats an eyelid at beheading cops in *State Of Emergency*. In contrast, there were moments when we were sneaking up on a 'Hunter' with a nailgun and we felt, well, *guilty*. You tell us – what's really the 'sickest game you've ever seen'? Hmm?

## THE PSM2 TEAM

# PLAYSTATION 2 MAGAZINE

# PSM2

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PLAYING PS2 LONGER, HARDER, FASTER

コンテンツ

コンテンツ

**PSM2** THE MOST VIOLENT GAME EVER? READ THE REVIEW... PG32

**54** PAGES STUFFED WITH MONSTA REVIEWS! STARTS PG58

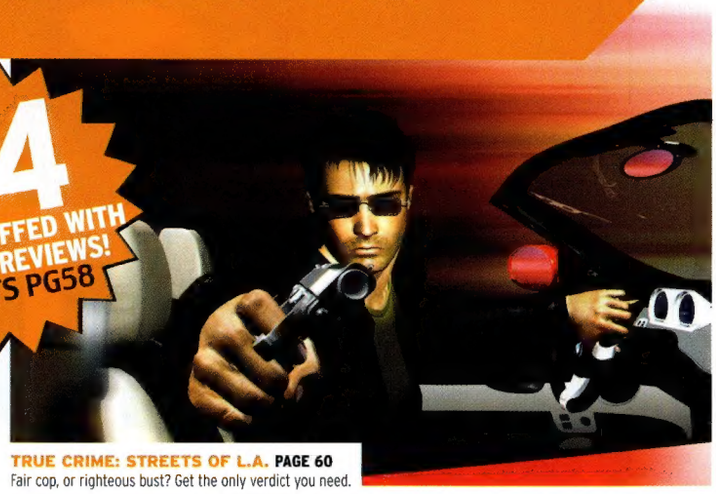
WORLD EXCLUSIVE!

# MANHUNT

The twisted minds behind *GTA* go one step further with snuff TV, sinister bunny suits and death by plastic bag. Why are you even reading this bit? Get on over to page 32 and find out why you *have* to play this game – but only if you're over 18...

**HARRY POTTER: QUIDDITCH** ..... **PAGE 76**
Snitches? Quaffles? Bludgers? Where's the through-ball button?

**WWE SMACKDOWN! HCTP** ..... **PAGE 84**
Blood, sweat and brassieres - but can ladies' smalls save the WWE?



**TRUE CRIME: STREETS OF L.A.** **PAGE 60**
Fair cop, or righteous bust? Get the only verdict you need.

**CASTLEVANIA** ..... **PAGE 38**
Simon Belmont cracks the whip on PS2. Fang-tastic! Erm...

**LOTR: RETURN OF THE KING** .. **PAGE 80**
In a word: 'wizard'... EA have saved the best for last.

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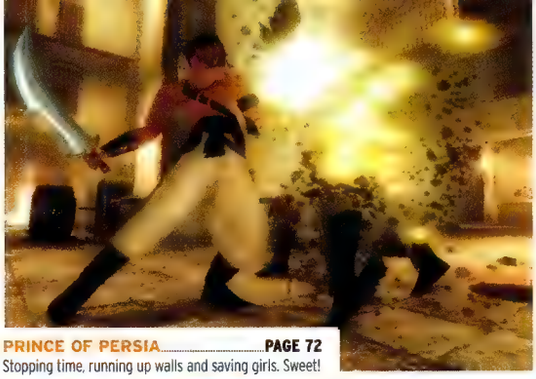

**PRINCE OF PERSIA** ..... **PAGE 72**
Stopping time, running up walls and saving girls. Sweet!

**POP IDOL** ..... **PAGE 92**
Chart-topper? Pub singer? Get the horrible truth.

**CHRISTMAS SPECIAL** ..... **PAGE 50**
Ho ho ho! There's something for everyone in our bulging sack...

## "THE MAN WHO SANG 'IT'S A 187 ON A MOTHER(CLUCKIN') COP SEEMS TO HAVE GONE LEGIT" SNOOP DOGG - PAGE 26

# NEW TO PSM2?

## WE RECOMMEND YOU GO HERE FIRST...

**12 ON YOUR DVD**
If you're keen, you've already seen this month's awesome DVD. If not, flip the page and check out what you've got to watch when you get home...

**14 LETTERS**
Find out what *real* PS2 gamers are talking about.

**32 MANHUNT**
By the time you read this, it'll probably be the game that caused a multiple pile up on the the 47. Or something. It certainly isn't, y'know for kids. Got that?

**52 TRUE CRIME: STREETS OF L.A.**
It's *GTA* – but on the right side of the law. Sounds too good to be true? That's what we thought, too. We slam its ass in the... er... slammer on page 60.

ISSUE 047 "THE RIGHT SHIT"
It's sick, it's wick, it's super-slick - it's the game everyone's been sort of nervous about playing - and we've got it first. Put on a disposable nappy and get the full gory story starting on page 32

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All the latest games given the PSM2 review treatment


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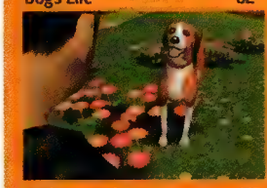

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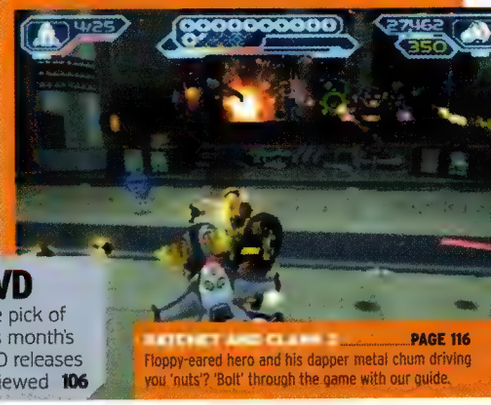



**RATCHET AND CLANK 2** ..... **PAGE 116**
Floppy-eared hero and his dapper metal chum driving you 'nuts'? 'Bolt' through the game with our guide.

"THE ORANGE WRITING TELLS YOU WHAT SECTION YOU'RE IN – THE BLUE HIGHLIGHTS WHAT YOU'RE ABOUT TO CHOOSE"

# PSM2DVD 43

Other mags they gripe, too busy fronting and maxing. We chill with the DVD we spent all month waxing. PSM2 is bizack in the hizoose!

THE NO.1 DISC FOR PLAYSTATION 2 GAMERS
PSM2DVD
VOL. 43 The HOTT ames // The BIGGEST disc // The No.1 choice
EXCL VE!
NEW! WWE SMACKDOWN! HERE COMES THE PAIN
EXCLUSIVE VIDEO!
15
NEW! JAMES BOND 007 IN EVERYTHING OR NOTHING
NEED FOR SPEED UNDERGROUND
HOW DO YOU LIKE YOUR ASPHALT? Modified rides get blinged to the max in PSM2's pimp-ass nitrous burnout!
NEW! DRAGONBALL Z
WORLD FIRST!
AND AGAIN!
NEW! EYE TOY: GROOVE
16+
MANHUNT
WE'VE GAROTTE THE LOT!
First deadly in-game footage!
THE LORD OF THE RINGS
THE RETURN OF THE KING
I KNOW YOU GOT TROLL!
See the battle for Middle Earth – on PSM2 DVD!
527 CHEATS ONLY ON THIS DVD

## NEED FOR SPEED: UNDERGROUND

Ha! Think your Corsa 1.6i SX is 'a bit nippy'? Think again friend. It's a Nan-mobile next to the souped-up, nitro-pumping monsters you'll find in *Underground*. EA's blisteringly fast and gorgeous looking racer's crammed full of motors you can mod up to your hearts content, and thanks to PS2's network adaptor, you can show off your pride and joy online. Genius. Experience it for yourself right now with our exclusive footage; it'll make your head spin.

Rockstar's murderous *Manhunt* returns exclusively to PSM2 this month too, with the brand new trailer sure to make you shudder in anticipation just days before the game hits the shelves. Don't miss it. Then there's Gandalf the White whipping Orc asses in our exclusive *Return Of The King* footage; plus new *Bond*, *Smackdown*, *Dragonball Z*, and *Eye Toy: Groove*, among many others. Check it.

## GET THE MOST FROM YOUR DISC...

### DOLBY 5.1 SOUND

The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound. If you don't have the gear, fret not. Our disc works perfectly in stereo or mono.

### PIN-SHARP PICTURE

We've optimised the presentation of the disc to provide high quality playback on any TV using any connection. But for maximum enjoyment, we recommend you get hold of a lead with S-Video connection for your PS2 (around £15). Either that or watch the disc in RGB-o-vision with a regular DVD player.

### SYSTEM MODIFICATIONS

Want to make your DVD playback even louder and sharper through the lead that came with your PS2? Simply pause your disc (by pressing ▶) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option to +2. Do the same for DVD Sharpness.

### COMPLETE BUYER'S GUIDE

The PSM2 DVD isn't just a monthly collection of the hottest in-game action from the biggest new titles. It also features a review vault of every PS2 game, plus video-reviews of our top recommendations. Finished watching the footage? Try out our unique branching directory.

### SHHH, IT'S A SECRET...

Finally, when you think you've explored the disc completely, you haven't. We've deposited some secret footage on the DVD. As always, we'll reveal where it was and what it was next month. In the meantime, to find out how to unlock last disc's egg, see over there.

# THE BEST GAMES • THE BIGGEST DISC

## NEW TO PSM2? START HERE...

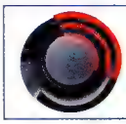
### 1. THE MONOLITH

After thrilling to our full-on DVD intro, your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.

**THE MONOLITH:** Here's where your journey starts. Explore every section to release three and a half hours of entertainment.

### 2. GETTING AROUND

Whether you're using a DualShock 2, PS2 remote, using a PC's mouse or simply watching through a DVD player, it's easy to find what you want. Here's the PS2 basics...



**While you're watching Reviews, click down the R3 Analogue stick to hear an alternative soundtrack.**

### 3. BROWSING

Your DVD has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these is split further for your ease and entertainment.

**THE SUB NAVIGATOR**
In each section you can move the blue highlight left to this column and choose similar parts of the disc.

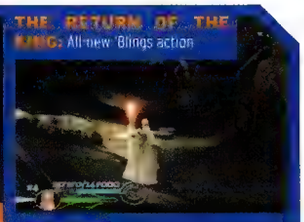
**MAIN MENU**
Move the blue highlight down here to access all the other sections of the DVD – no need to go back to the start. Magic.

**GAMES**
Scroll the blue highlight up and down here – click ⊗ once to select, then again to play.

**EASY GUIDE** Orange shows you what section you're in, blue what you're about to choose.

## THIS MONTH'S HIGHLIGHTS...

**NFS: UNDERGROUND:** Underground action from the fastest racer this side of *Burnout 2*



**THE RETURN OF THE KING:** All-new 'Blings action

**007: EVERYTHING OR NOTHING:** Bond's back folks...

**EYE TOY GROOVE:** See us make berks of ourselves right here!

## ACCELERATOR

The biggest developments from around the globe in one eye-rinsing news burst.

**Press ⊗ to play the newsreel**

## COMING SOON

Home to upcoming games. It's split into five zones:

**Hands-On Previews**
All the latest game footage and trailers

**Developer Insight**
We corner friends from the videogame world and make them speak for you.

**Spy Cam**
Our game spies are always ready to bag behind-the-scenes footage that other mags wouldn't even dare to record. It's exclusive, for your eyes only.

**Overload**
It's the best of the rest – exactly the same as in the magazine.

**Import Round-Up**
From hot new games to multi-million best sellers. Here's what's moving and shaking in Japan right now.

**Press ← to use the Sub Navigator and make a selection.**

## REVIEWS

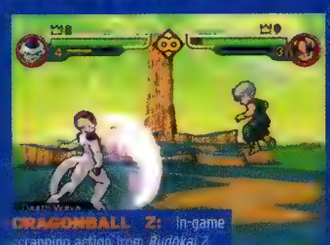
All the insight of PSM2's famous reviews on a DVD.

**Recent Releases**
See 'em in action, check the PSM2 verdict and listen to the team emptying their heads into your ears.

**Absolute PS2**
A unique branching directory of every PSM2 review – an essential resource, updated every month.

**Must Buy**
We've broken down the entire PS2 back catalogue into popular types of game. Choose your favourite genre, and then check out our recommended titles – click ⊗ to see the review and R3 for commentary.

**Press ← to use the Sub Navigator and make a selection.**



**DRAGONBALL Z:** In-game rapping action from *Budokai 2*.

## PRO TIPS

No other mag brings you top guides and reader show-offs.

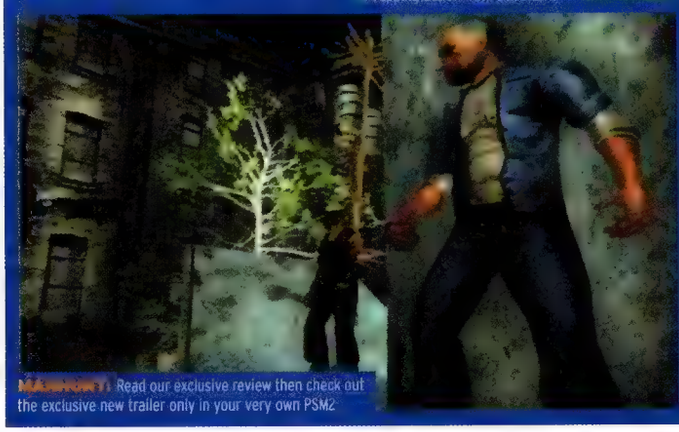
**Pro Dojo**
We want to make you famous. Take part in our challenges (see pg 118) and earn a place in DVD history. Note: the quality of playback may suffer due to source material being supplied on VHS.

**The Experts**
We single out a star performance each month. This can be from one of the PSM2 team, the game's developer, an award-winning pro gamer, or you...

**Access All Areas**
A massive volume of life-saving tips, codes and cheats.

**Press ← to use the Sub Navigator and make a selection.**

**WWE SMACKDOWN:** Exclusive new footage of THQ's best grappler yet. Don't miss it!



**MADWORLD:** Read our exclusive review then check out the exclusive new trailer only in your very own PSM2

## EXTRAS

You'll find Showreel and Random Factor selections hidden away here. Play the entire content of the disc in order or – hey! – at random.

## LAST MONTH...

Issue 42's secret was a behind-the-scenes look at Sony Japan's eerie new thriller *Forbidden Siren*. To find it, simply head over to extras, and press up from *Conflict Desert Storm 2*. Bongo!

# LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

GAME
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**WINNER!**
Every issue, the writer of the Star Letter gets the PS2 game of their choice in return, courtesy of the bright sparks at GAME. Simply tag which game you'd like to the bottom of your letter or email and, if you're the chosen one, GAME will be sending you a copy to your door. Now – entertain us and your fellow readers...

## LIVE LONG AND PROSPER
## "WILL I BE DOOMED TO A GLASS BOX FOR ETERNITY, WATCHING MY FAVE GAMES BECOME UNPLAYABLE?"

Dear PSM2,
I'm writing about a form of impending doom, or limbo perhaps that will descend on most European gamers. It's broadband. It has been worrying me for some time now. Why, you ask? Admittedly, it does sound great to command your own fleet of soldiers in an epic battle, or take part in online leagues in *PES3*. That's all well and good, but what about those who stare on and watch everywhere else advance to this gamers' nirvana. Let me clarify:

1. I live in Europe. This means that we are obliged to fall behind on all things online. *Resident Evil*'s a classic example.

2. I live in Ireland, thus I am probably worse off again, considering broadband access. The Broadband lines have stopped about 10 miles north of me and show no sign of advancing. Will broadband have a monopoly on *PS3*? Will I be doomed to a glass box for eternity, watching my fave games slowly become unplayable? Will simple offline games be few and far between? I mean, prove me wrong and I'll be happy. Should I be worried about us being left behind?

*David Young*
*Via email*

**PSM2's maths says – probably not. Considering that more than 4 million people own PS2s in the UK and only about 20,000 of them have broadband, publishers would have to be insane to make games that solely appeal to...wait...0.5% of the user base. By the time Broadband games become the norm, the service should be cheaper than crisps and available everywhere. At the moment, it's just the cherry on the gaming cake – the delicious filling's the same as ever.**

This is your chance to air your views on the hot potato of the moment:
Has *Manhunt* gone a bit too far? Ever been tempted to placcy-bag a mate?

## EMAIL: PSM2@FUTURENET.CO.UK
SUBJECT LINE: 'LETTERS'

**WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW**

### GLUE-GOO KACHOO

Dear PSM2,
Thanks a lot for the model in issue 42 of your mag! I challenge you to make one without gluing yourself or the model up. I was given the task of cutting the damn thing out for an hour, then carefully folding all the corners on to ruin it by getting glue everywhere. My son isn't very happy with me. So again, I challenge you to make me one of these damn cars.
Yours Hopefully,
*R.J. Allott*
*W. Yorks*

**Sorry – out of everyone we asked, six people said they were 'too busy', Joel refuses to have anything to do with rally cars, and the terms of Dan D's parole mean he's not allowed anywhere near polystyrene cement.**

### WANNA BE IN MY GANG?

Dear PSM2,
I was told by a friend – well not so much a friend, just a person I know, – that Rockstar are making a Warriors game. That classical '70s/'80s film that was so good that I formed a gang. It's called Bummers R' Us. Anyway, I was told this and I was so excited that I cleaned up my mess and checked the Rockstar web site. I found **** all (so to speak) on it and so I thought 'hmm, I'll ask the greatest magazine ever'. After getting no response out of "80+ Readers' Wives" I decided to ask my second favourite magazine, PSM2.

So please, o great masters of gaming: is there any truth in Rockstar making a Warriors game?
*Luv Jim xXx*
*Oldbury*

**Yep, Rockstar's next project is indeed *The Warriors*, based on the 1979 Walter Hill classic about a gang of vest-wearing toughs trying to get back to their Coney Island base. Can you dig it, suckas? Etc.**

### SNAKY BREAKY HEART

Dear PSM2,
*MGS3* is looking great. I'm liking the camouflage. I'm liking the croc hats. I'm liking the leaves, because when you look at a lot of games the leaves on trees are 2D and it's annoying. But if I were to have an impact on Hideo with some ideas, here's what I'd like to suggest:

WRITE TO PSM2 WITH: CHRISTMAS - BRILLIANT OR A PAIN IN THE ARSE? WHAT'S YOUR FAVOURITE GAME ENDING EVER?

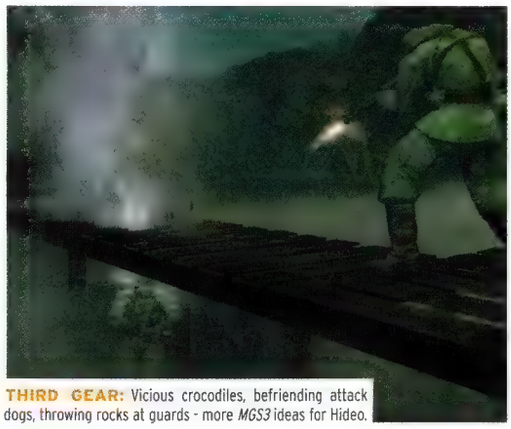
Use *Eye Toy* – it could work like this: imagine capturing one of the enemies attack dogs. Maybe you treated it after injury. You'd be able to train this dog for your own use e.g: temporarily stop guards before they shoot you, make distractions, etc. How? Feed the dog rations, pat him, do a sorta combat exercise with him... it could work.

Can I throw rocks at guards please? I was thrilled by knocking a guard in the plums, can I throw rocks at his head?

And are we sure it's set in the '60s? They've done a lot of work to make it seem like it is, but then again my ex did a lot of work to make me believe she was... never mind. Snake may be in Zanzibar present day, or maybe he was captured and machines are probing his mind to see how he survived the conflicts he endured in Zanzibar from a long time ago... or time travel, or maybe Snake is a woman!... Damn you Hideo, just you play on my thoughts... play on them...
*Alex Roe*
*Via email*

(PS: Do you have to be 18 to be your PSM2 Idol? I'm 16. I think you probably want an 18+ to go clubbing with and make a fool of him/her/it...)

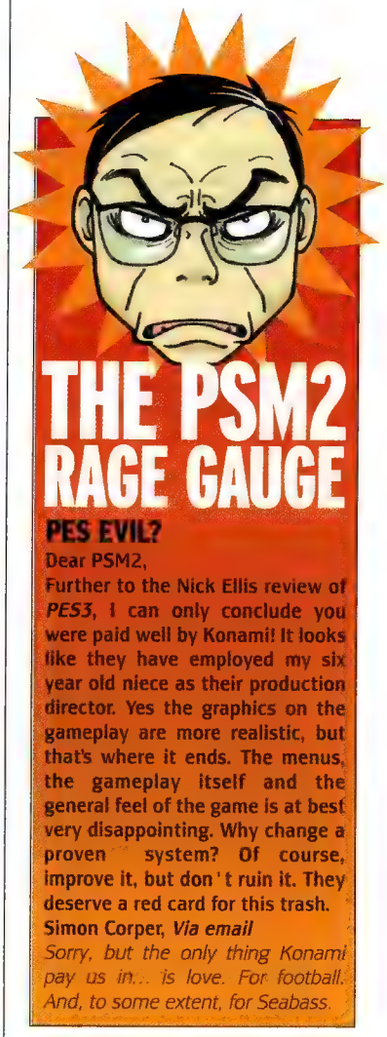
**Nice idea about the dog, but you still have to be 18 to get a job on the mag. We think it's something to do with government regulations or something – but frankly, if we can't send you on a piss-up with Arthur Parsons (the brains behind *Haven*) then you're missing out on half the fun of the job anyway.**



**THIRD GEAR:** Vicious crocodiles, befriending attack dogs, throwing rocks at guards - more *MGS3* ideas for Hideo.

### CROCODILE NEWS

I have news on the *MGS3* location – it must be set in Southern Asia. I watched your new (and exclusive) trailer of *MGS3* and saw the 'crocodile' – in actual fact it is not a crocodile, but a Gharial (or Gavial, whichever does it for ya) as you can tell by the snout. Now, there are two species of these and they both live in rivers in Southern Asia, so it looks like Snake (Big Boss) is on his way to pay Hideo a visit. Another point is that in the first trailer there is a snake that rears up and only cobras can do this, and they can also be found in Asia – the mountainous part. Inspiration from the Himalayas



## THE PSM2 RAGE GAUGE

### PES EVIL?

**Dear PSM2,**
**Further to the Nick Ellis review of *PES3*, I can only conclude you were paid well by Konami! It looks like they have employed my six year old niece as their production director. Yes the graphics on the gameplay are more realistic, but that's where it ends. The menus, the gameplay itself and the general feel of the game is at best very disappointing. Why change a proven system? Of course, improve it, but don't ruin it. They deserve a red card for this trash.**
**Simon Corper, *Via email***
*Sorry, but the only thing Konami pay us in... is love. For football. And, to some extent, for Seabass.*

**OFF THE BALL**
We know everyone likes the right names, but do you really care if you're blasting home a 40-yarder with - ahem - Ruud Von Mistelroom? Seriously?

# GOIN' POSTAL

Some of your missives pruned right to the core, like giant flowering bushes butchered for no particular reason but our amusement. Hahaha!

### SHIRTY
Thanks for getting me and my mate on the disc. At the PlayStation experience. I'm the guy in the England shirt.
*Thomas Cambell, email.*
**No problem.**

### WAISTBAND
I like to think of you as the 'Simon Cowell' of PlayStation.
*Peter Courteney, email*
**It's funny you should mention that because Dan D likes to think of himself as the Peter Pan of *PES*.**

### URINE FOR IT
How often in games do you see character having a shit or a piss?
*Luke Watkins, email*
**You'd be surprised. Ever played *Hitman 2*?**

### TOAD THE LINE
*Tomb Roader Toad* is crap and I thought you were generous to give it 58%
*Andrew Gallivan, email*
***Tomb Raider Toad*? Is he anything like Touché Turtle?**

### HERBERT
I also think Rob Herbert is safe, give him a job too.
*Matthew Power, email*
**We'll think about it. Goodnight, everyone.**

maybe? Oh, and that Gharial may make a nice hat, but it doesn't represent much of a threat to our hero. They are very strong animals when it comes to muscle, but they survive on eating fish, so their jaws have evolved for that purpose and they are too fragile to attack large animals like people, as they would most probably break. Maybe there should be some larger crocodiles in there as well – oh, and while we're on the subject – they are more likely to attack in the water, but they aim for splashes so if they see you but you throw a stone in a metre from you they should attack the stone. Perhaps in *MGS3*, if you threw a stone at a guard near the water's edge it would take them, or you could also have to stealthily swim by a feeding frenzy.

If the game is set in Asia then there could be tigers and other big cats to look out for. Also the rivers could be visited by the occasional bull shark, for added conflict. You should be able to lay traps for predators and steal a whistle off the guards to control their dogs.
*Braham Lyons*
*Via email*

**Woo! Educational stuff. And it doesn't stop there...**

## DREAMY WINDOWS
Dear PSM2,
Thanks for the new video this month. If you have not noticed, the video contains one of Kojimas usual hidden secrets: in the credits part where Hideo Kojima's name is written, the lyrics say "I'm in a dream, Snake Eater!" This is said twice!

Could this possibly mean that the jungle part is actually a dream sequence, before we revert back to Solid Snake to continue the hunt for the patriots?

**Dear God, we hope not.**

## LICENSED TO THRILL
Dear PSM2,
I'm not an expert in licensing issues, but surely Konami could buy some more licenses for their *Pro Evolution Soccer* series. It would be worth the money as most people choose the game with the most teams and players. For example; I was in a game shop with a few friends and we were arguing about which football game was better, I pulled your magazine off the shelf to show them the 96% rating for *PES3*, and the first thing they said was "That score can't be right, it doesn't have as many players as *FIFA*". Surely it would benefit Konami to put a bit more effort into their licensing.
*Steve Burrows*
*Via e-mail*

**Good point. But to be fair to Konami, getting all those player names can be pretty tricky. *FIFA* uses more than 500 separate licenses, which – sources tell us – is pretty much a full-time job for several of their legal staff. Bloody shame tho'.**

## DESIGN OF THE TIMES
Dear PSM2,
What do you have to do to become a game designer? First of all, how much do you get paid? I know Hideo Kojima started out as a game planner for Konami. Now he's vice-president. So is that ALL you've gotta do? Just waltz in there asking for a job? Or do I have to get a degree in Game Designing 101? Please, I'm asking you as a fellow gamer: What do I do to become a game desigher?
*Naufil S*
*Via email*

**Like any job, it depends. Some people do proper courses – frequently advertised in our sister mag *Edge*. Others just start at the bottom and work their way up. Even asking for work experience might be a good idea – but bear in mind that for every Hideo Kojima, there are probably about a million... well, what's the name of that bloke who made all the *Army Men* games? Exactly.**

**RATE IT:** The best games are always a matter of opinion. Is *Dues Ex* worthy of glory or does it fall short?

## "I SPENT 14 HOURS, 57 MINUTES AND 33 SECONDS ON A GAME THAT COST ME EVERY SINGLE LUNCH BREAK FOR TWO WEEKS"

## THAT'LL BE THE DEUS
Dear PSM2,
I am a keen fan of your magazine and think it's the best PS2 related mag around. But a few weeks ago I bought the game *Deus Ex*. This has to be one of the greatest FPS games ever. I looked at the rating section at the back of your magazine and saw that it was rated at 88%, a respectful mark for such a brilliant game. Thinking that it would be in the Top Five First Person Shooters section I turned over the page and gasped in shock. It is not. A game rated lower than *Deus Ex* is there (*Red Faction II*). Why is this? How could you have done this? Does this mean that I spent 14hrs 57mins and 33 secs on a game that cost me every single lunch break for two weeks. And it isn't in the Top 5 First Person Shooters list (which it bloody well should be)? For the sake of my insanity and UNATCO please change the list.
*Calum Swain*
*Via email*

**Fair point – *Deus Ex* is a corker. It's just a bit PC-ish for several members of the PSM2 squad – even compared to the likes of *Half-Life*.**

## SKATING: THE FACTS
Dear PSM2,
It was April 2003 and I opened the pages of issue #34 – my first PSM2 magazine. After laughing and drooling over the letters section of the best PS2 mag I noticed a small article in accelerator. The title read 'Better Skate Than Never' and the article had a very interesting prospect inside its small paragraph. The article stated that you (PSM2) and EA are uniting to produce a new version of a 16 year old retro 'classic' called *Skate or Die*.

I'm only 12, so I'm obviously not familiar with the 1987 PC and Commodore game, but I was kinda' interested. So, issue #35 came crashing through my letter box and I tore the wrapper off, eager to be updated on your so called 'game'.

# LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

**SHORT BUT SWEET:** Is a couple of hours worth of eye candy worth £40? Case in point: *Zone of the Enders.*

Nothing. Zilch. Nowt. There was no mention of the game in issue #35, so I waited till next month. The June magazine came but with no news on *Skate or Die*. Now, seven magazines later, there has been no news, not even a word, about *Skate or Die*. Please, could you tell your faithful readers where the heck this idea went to, or did it just disappear?

*Gary Kerr,*
*via email*

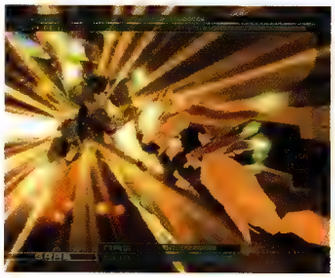
**Sort of. EA are still planning on updating the 80s 'classic' – and we're still planning on helping – but the word is they didn't want to release it during the Christmas game-clog. It'd be going up against *THUG* and their own *SSX3*, after all.**

## RETURN TO ENDERS

Dear PSM2,

I am writing in response to C. Williams' letter in issue #42.

I don't think people should judge games on how short they are, but on if the game is good or not. I have *Zone of the Enders: The 2nd Runner* and it took me about four hours to complete, but I wouldn't get rid of it because I enjoyed every little bit of it.



**SCORCHING:** Mmmmm, look at all the pretty colours. Sort of like a sunset. On Mars. During an Atomic blast...

You don't judge films or songs on how short they are, so why judge games on how short they are? I agree, a short game isn't all that fun, but If you think about it – with three or four difficulty levels in a game that makes it worthy of a price of £40. What I'm trying to say is you're not paying £40 for a few hours, but for a lifetime. You can play games more than once.

*Jacob Dunn*
*Via email*

**You enjoyed *every* bit of it? What, even the minefield level? Seriously, though – if a game's a truly joyous experience, but only for four hours, then you might as well rent it. And as for sticking seven different difficulty levels in – that's fine if they offer a radically different challenge, but if it means there are just less medipacks around, then that's just a bit of a cop-out, surely?**

**DON'T WRITE TO PSM2 WITH:** MORE BLEEDIN' MGS3 IDEAS. MORE ARGUMENTS ABOUT THE PRICE OF GAMES. THREATS.

## HIDEO NASTIES

Dear PSM2,

Here are some ideas I had for *MGS3*: First, I think Snake should have an old voice recorder. He should be able to hold guards up and get them to say things into it so you can confuse other guards by playing 'INTRUDER!' on your voice recorder.

Second, you should be able to slip things like raw meat into the guard's backpacks so the animals smell it and chase after them!

Third, I think the game would benefit from weapons OTHER than guns! Like wire to strangle people with, or used plastic bags like in *Manhunt*. Also, I think that you should be able to kill animals and guards by drowning them!

Fourth, you should be able to set some kind of a trap for guards who are chasing you. How cool would it be if the guy on your tail ran right into a row of spikes like in 'First Blood'?

*Derek 'Century Boy' Frame*
*Via email*

**Right, that's it. We've had BB guns, sneezing power, whoopee cushions and stripping dead guards naked – we've had enough of MGS3 suggestions. Until next month...**

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

## GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-gram.

### YOU WHAT?

**Who's been saying what this issue.**

MGS3 madness
GTA4
Manhunt
Matthew Power
PES Vs FIFA


PLAYSTATION 2 MAGAZINE
PSM2

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Email: PSM2@FUTURENET.CO.UK
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Simon Tapscott
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**PRODUCTION**
Rose Griffiths
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Matt Eglinton
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Roger Parry
Greg Ingham
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John Bowman
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Mia Roberts
The Future Publishing Collective Hive Mind

**SUBSCRIPTIONS**
PSM2
FREEPOST BS4900, Somerton, Somerset, TA11 6BR
Email: subs@futurenet.co.uk
01458 271184
01225 822510

Simon Wear
Email simon.wear@futurenet.co.uk
Tel: (0)1225 442244 • Fax: (0)1225 732384

Wyndeham Heron
Seymour Distribution, 86 Newman Street, London W1P 3LD. Tel 020 7907 6000



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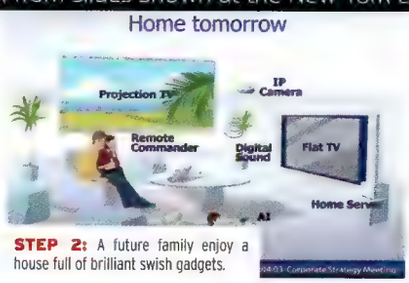
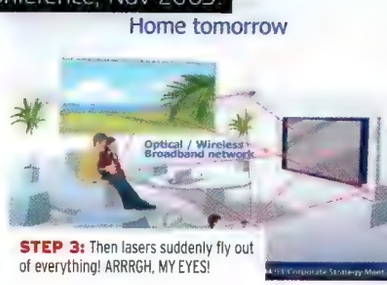
ARTIST'S IMPRESSION

Sony's vision for the digital home, from slides shown at the New York conference, Nov 2003:

**STEP 1:** A family enjoy a life of conventional technological monotony.




**STEP 2:** A future family enjoy a house full of brilliant swish gadgets.




**STEP 3:** Then lasers suddenly fly out of everything! ARRRGH, MY EYES!

›NEW PLAYSTATION ﾌﾊﾜｽ

# PSTWO FOR 2004

**SEMI MOORE:** The digital home will be run a giant gold circle, apparently.

How Sony will reinvent PS2 for smaller hands, and why the *real* portable PlayStation (PSP) is the first 'must buy' gadget of the new millenium.

**In late October 2003, Sony Japan filed PStwo as a registered trademark, in a clear indication that the company will redesign the PS2, as they did with PSone back in 2000. Though Sony remain tight lipped, the new machine will inevitably be smaller, cheaper (under £100) and offer the same features, in keeping with the exquisite, yet simple, redesign of PSone.**

As we go to press, Sony's official line is 'no comment' – PR speak for 'yes, but we're not allowed to say anything yet' – however, with just hours to go before the mag was finished Ken Kutaragi unveiled the first rough design of PSP at an investor's conference in New York! New machines are coming thick and fast. Pics lifted from his presentation and the machine itself decorate these very pages.

To recap, PSP will be Sony's first portable console – nobody's saying 'handheld', since the machine will be bigger than, say, a Gameboy – but will offer PS2-quality games, with DVD standard movies and music playback. Think of it as a PS2, video player and MP3 unit rolled into a portable 'one-stop-shop' box. Sony hope to unveil a working prototype – plus games – at next year's E3, with a Japanese release late 2004. The first concept sketch has been warmly recieved but Sony are stressing that the finished model may change.

What of the games then. Well, as revealed in PSM2#42, developers Criterion are working on a version of *Burnout 2*, with *Gran Turismo*, *Metal Gear* and *Pro Evo* expected to follow.

Other hardware for 2004 includes the Hard Disk Drive (HDD), plus a limited European release for the PSX – Sony's premium PS2 entertainment system, complete with 250Gb Hard Drive, DVD burner and television-recording abilities. Plus over 40 internally developed titles on PS2 alone. *Getaway 2*, anyone? **PSM2**

**"THINK OF PSP AS A PS2, VIDEO PLAYER AND MP3 ROLLED INTO ONE TINY BOX"**

**SONY AND SHARE:** This is Sony's disturbing new corporate mantra.

## PSM2 RECKONS

*Makes perfect sense. Release a flyweight, sub £100, PS2 with sexy curves and watch sales soar. Heck, we'd probably be tempted to buy PStwo again if they sort the CD drive. One more 'disc read error' for our veteran machines and it's hammer time… But check PSP. It clearly rocks.*

PSM2 FIRST LOOK プレフネ

# ...BUT YOU CAN TOUCH THE PSP NOW!

100% REAL

Your first full scale glimpse of the future of mobile entertainment.

## FILMS

The PSP's 1.8 GB Universal Media Disc (UMD) can hold an entire DVD-quality film.

## CONTROL

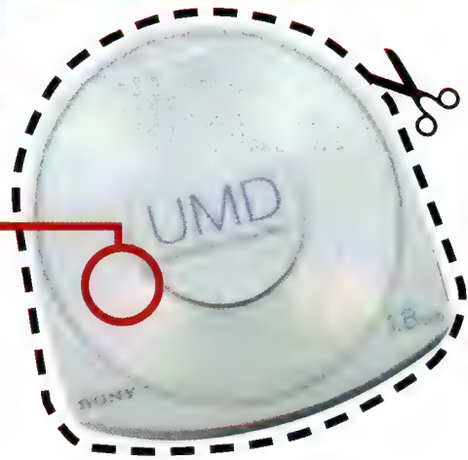
Joypad control will be analogue (pressure responsive), but can be toggled to digital at the flick of a button. At present, we think the pad depresses internally, but a pop up joystick is just one rumour at Sony.

## SCREEN

The 4.5 inch TFT LCD screen – brighter and sharper than standard LCD screens (shown to scale below) – will operate in 16:9 widescreen, backlit to prevent visibility problems associated with other handhelds.

## DISC

This is the UMD, PSP's main storage medium, capable of holding 1.8 GB of games, music and video. That's enough for three whole PSone games, but half the size of a PS2 DVD. The disc is a pocket-friendly 6cm – smaller than minidisc.




ACTUAL SIZE

MILF SAYS!

He designed the fake PS3. So what does our (grumpy) Art Ed make of PSP?

"Hmm, bit crap isn't it? Your fingers are going to slip off those buttons for a kick off. And where's the analogue stick? And the shoulder buttons?! And that screen is going to get scratched to buggery isn't it?" Er, 'thanks', Milf...

## MUSIC

You can use PSP like an MP3 player (like Apple's iPod), storing 1000s of songs on a standard Sony Memory Stick. There're also rumours of a digital tuner chip, for FM radio compatibility. A Stereo headphone socket is standard.

## BATTERY

The Lithium-ion battery should last – according to latest estimates – three to six hours. Naturally, you'll be able to plug into the mains for extended play. Expect a USB 2.0 port, and wireless LAN for network gaming.

## GAMES

Criterion are working on a version of *Burnout 2*, but other launch titles might include *Metal Gear: VR Missions, Gran Turismo, SSX4 Pocket, FIFA 2005, The Sims Pocket, The Incredibles, Tetris Evolution* and a remixed *GTA*. Flip!

## BACK

The UMD discs will be inserted in the back of the PSP. But can you record on it? Sony aren't saying but it looks unlikely.

## SO WHAT WILL IT DO?

So, will we be able to watch recorded episodes of The Simpsons on the bus or what?

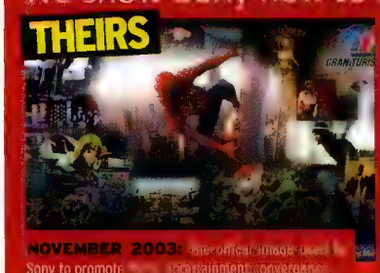
Sony's PEGA-VR100K technology lets you record TV to Memory Stick (maybe via the PSX), so there's an outside chance, but you can take part in network games using PSP's Wireless LAN (802.11) compatibility. Four-player games of *Killzone* on the train? Maybe...

- Near PS2-quality games.
- MPEG4 for DVD-quality movies.
- MP3, AAC, ATRAC3 music support.
- Wireless LAN for network gaming.
- USB 2.0 socket for connectivity.
- Extension for GPS, or digital radio.
- Analogue/digital joypad control.
- 3D multi-channel sound.
- Sony Memory Stick compatible.

## PSM2 FIRST AGAIN!

We show Sony how to do their job. Again.

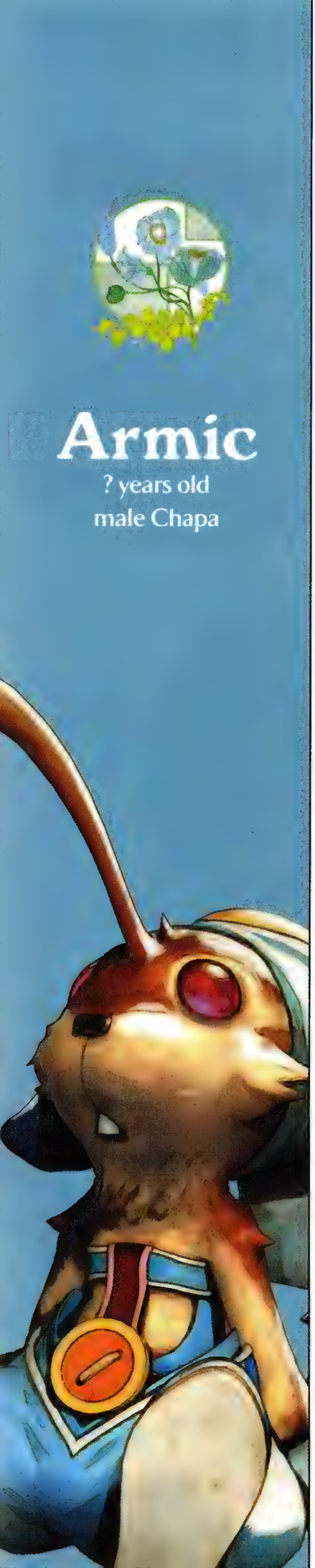
THEIRS



NOVEMBER 2003: [illegible] Sony to promote [illegible] entertainment convergence.

OURS

APRIL 2003: [illegible] identical [illegible]



Armic

? years old

male Chapa

**REDNESS!**
Apparently this is The Opium Room, which ties in nicely with Eidos' claim that this'll be the darkest installment of *Hitman* yet. Agent 47 starts the game losing claret in a Parisian alley, which kicks things off nicely. But, how it can get any grimmer than garotting a friendly postman and stealing his trousers, we shudder to think.

**FLOWERS!**
The game uses a completely reworked version of the Glacier graphics engine seen in *Hitman 2* and *Freedom Fighters* – so that's more ragdoll physics and (according to producer Neil Donnell) more blood. Still, since there isn't actually a person in this picture, imagine the flowers are swaying, or something.

**PIPES!**
Look, we don't make the concept art, all right?

**BLUNT OBJECTS!**
Is it a candle? A torch? Or something *far more sinister*? One thing's for sure – the game promises more methods of up-close-'n'-personal whackage than ever. After the ability to hit people with spoons in part two, we wouldn't be entirely surprised to see 47 beating people to death with – say – a battery-operated ladies' neck massager.

**CHAIRS!**
Yes, chairs. For a minute, we thought this was a barber's chair – pointing to a new bouffante do for 47. But then we noticed the arm-slots. And the straps. Mother!

## HITMAN: CONTRACTS

# STOP PRESS!

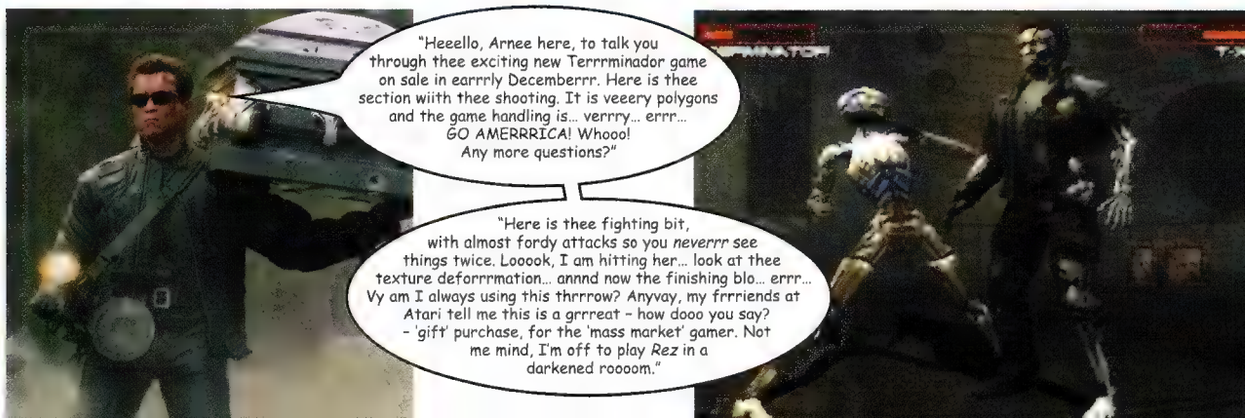
## HITMAN: CONTRACTS LOOKS BRILLIAN... OH, ARSE.

Regular readers might remember PSM2#40, when Ubisoft dazzled us with an empty room from *Splinter Cell 2*. Now Eidos have upped the interior-decor ante with this *exclusive* picture from *Hitman 3* – or *Contracts*, to its friends. Look at it! Could it *be* any emptier? Where's the bald fella? Sheesh.

›BREAKING NEWS

# T3: THEEE EARRRLY VERRRDICT

Seen it in shops? Well we're not allowed to review *T3: Rise Of The Machines*, but – don't worrry – here's Arnie's officially sanctioned* hands-on verdict... * A complete lie


"Heeello, Arnee here, to talk you through thee exciting new Terrrminador game on sale in earrrly Decemberrr. Here is thee section wiith thee shooting. It is veeery polygons and the game handling is... verrry... errr... GO AMERRRICA! Whooo! Any more questions?"
"Here is thee fighting bit, with almost fordy attacks so you *neverrr* see things twice. Looook, I am hitting her... look at thee texture deforrrmation... annnd now the finishing blo... errr... Vy am I always using this thrrrow? Anyvay, my frrriends at Atari tell me this is a grrreat – how dooo you say? – 'gift' purchase, for the 'mass market' gamer. Not me mind, I'm off to play *Rez* in a darkened roooom."

# PSM2 Idol

# ATTENSHUN! CAN U SPEL?

## Could YOU be the writer we're looking for?

**Now here this. We wont to give one of hour readers a job here at PSM2. Regular reeders will no that we've been scowering the contry for the past too months and invyting YOU to send in your reviews and wurdz.**

We've had loads of entrees so far but we wont more! So if you can string a sentence together and right PSM2-style wurdz – right down to the headingz, introz and verdict boxes – then we want to here from ewe!

Your pryze? A full-time proper job alongside the best writerz and spellerz in the biznis – the PSM2 team!

We're closing our bulging PSM2 Idol saks on December 8th will be interviewing a lucky final ten before Christmas – sew if you haven't sent in your reviews yet you'd best get mooving! You'll be glad you did. We could be in touch shortly...

### WOT WE WONT

1) Your reviews – as many 500 word long review as you can muster. Written in PSM2 style. If you can't imagine it on our pages then it's not good enough.
2) Write a piece entitled 'Why You Should Give Me A Job On PSM2'. Go on – sell yourself.
3) Your CV. Make sure you include your contact details and your age!
4) A pic if you like.

**Post it all to us at PSM2 Idol, PSM2, 30 Monmouth St, Bath, BA1 2BW. Or email it to subject line 'PSM2 Idol', PSM2@futurenet.co.uk**

# ZONE OF THE SPENDERS

It's the storm before the calm as December reveals it's charms. But remember to stock up now as there could be some lean times soon.

Game of the month | Game of the week | For fans of the genre | Multi-player | Release may slip | Avoid at all costs

## NOVEMBER 28TH

**ESPN NFL Football – Sega**
£39.99 To be reviewed

**ESPN NHL Hockey – Sega**
£39.99 To be reviewed

**Breath Of Fire: Dragon Quarter – Capcom**
£39.99 To be reviewed

**Crouching Tiger Hidden Dragon – Ubisoft**
£39.99 To be reviewed

**Dynasty Tactics 2 – KOEI**
£39.99 To be reviewed

**Scooby Doo: Mystery Mayhem – THQ**
£24.99 To be reviewed

**Bloody Roar 4 – Konami**
£39.99 To be reviewed

[redacted]
£39.99 Review Score 87%

[redacted]
£39.99 Review Score 83%

**Secret Weapons Over Normandy – Activision**
£39.99 To be reviewed

**Ghosthunter – Sony**
£39.99 Review Score 70%

**Destruction Derby Arenas – Sony**
£39.99 To be reviewed

**The Lord Of The Rings: The Treason Of Isengard – Vivendi**
£29.99 To be reviewed

**Road Kill – Midway**
£29.99 To be reviewed

**SWAT: Global Strike Team -Vivendi**
£39.99 To be reviewed

[redacted]
£39.99 Review Score – 87%

**Battlestar Galactica – Vivendi**
£39.99 To be reviewed

**The Hobbit – Vivendi**
£29.99 Review Score 61%

**Legacy Of Kain: Defiance – Eidos**
£39.99 Review Score 79%

**ESPN NBA Basketball – Sega**
£39.99 To be reviewed

**Sniper 2 – Midas**
£14.99 To be reviewed

**League Series Basball – Midas**
£14.99 To be reviewed

**BCV: Battle Construction Vehicles – Midas**
£14.99 To be reviewed

**Snowboard Racer 2 – Midas**
£14.99 To be reviewed

**Seed: War Zone – Midas**
£14.99 To be reviewed

**Detonator – Midas**
£14.99 To be reviewed

**A Train 6 – Midas**
£14.99 To be reviewed

**Manhunt**
£39.99 Review Score 91%

## DECEMBER 7TH

**Harry Potter: Philospher's Stone – Electronic Arts**
£39.99 To be reviewed

**Alias – Acclaim**
£39.99 To be reviewed

**Gregory Horror Show – Capcom**
£19.99 Review Score 70%

**Total Club Manager – Electronic Arts**
£29.99 Review Score – 67%

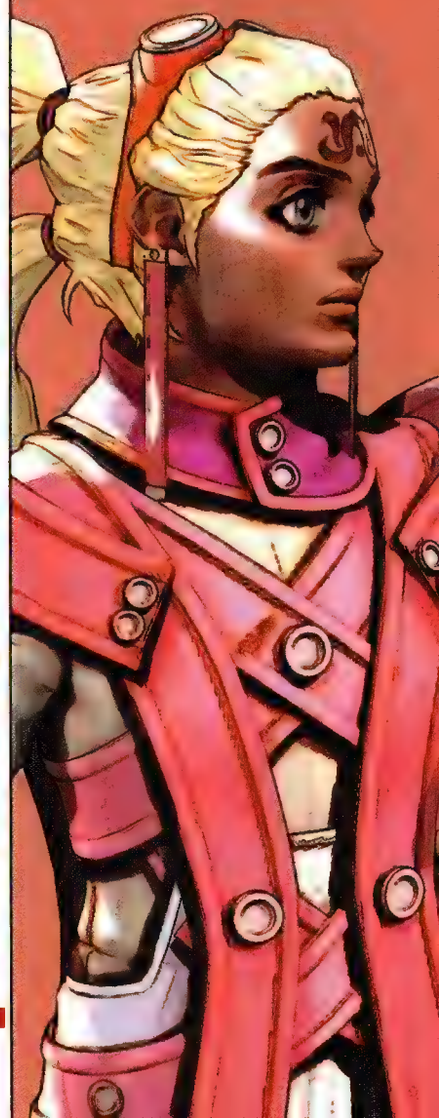
**The Sims: Bustin Out – Electronic Arts**
£39.99 To be reviewed

**Sonic Heroes – Sega**
£39.99 To be reviewed

**Mission: Impossible: Operation Surma – Atari**
£39.99 To be reviewed

# Mythe

28 years old
Inventor



**Ruby**
17 years old
Fake Fortune-teller

›DEVELOPMENT NEWS フハフネ

# UNLEASH HELL!

*Dynasty Warriors Xtreme Legends* – nothing to do with Joan Collins skateboarding. Never mind.

**'Fortitude, courage and a clever mind are the marks of a noble warrior' reckon Koei – strange, because *Dynasty Warriors* seems to ignore most of these in favour of charging about on an elephant twatting people with a pointy stick.**

Still, the *DW* series has sold a combined total of four million copies in Japan (that's about 160 times as many as *Tomb Raider*) – so it must be doing *something* right. Developed by the brilliantly-named Omega Force, *DWXL4*'s a standalone game that expands on the features of *DW4* – awarded a corking 80% by us back in issue 37. It includes all-new features like Legend Mode – focusing on the 'real' exploits of folk heroes like Lu Bu – and a random battle 'skirmish' generator.

To be honest, though, that's all pretty academic, since the main draw's the chance to lead the charge through literally hundreds of lesser mortals in some huge levels. It'll be out in January and we'll be reviewing it next to the slightly more cerebral *Dynasty Tactics* next issue.

**LU MUCH:** the *Dynasty* games never had a problem flinging characters about.

**ORAN-U-SHANG:** Look! Two-player splits. Now that's pretty clever.

**CAMERA ON DIAO:** Expect the usual mix of swordplay and massive screen-melting special moves.

›PSM2 TEAM NEWS フハフネ

# PSM2 WINS PES3 CUP. MORALLY.

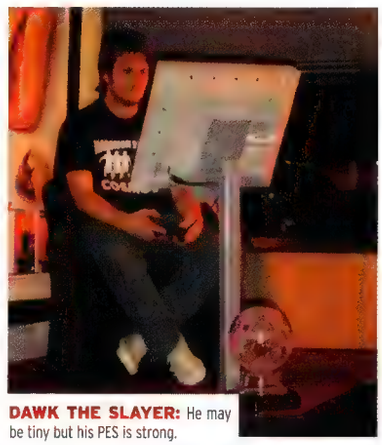
"BEWARE: SHAMELESS SELF-PROMOTION ZONE"

OK, we finished second, but we lost to the British consumer champ who shouldn't have been there anyway. Yes, there are more excuses...

**Right, let's focus on the positive. In late October, Konami organised a 100 player *PES3* competiton at the Chelsea Village hotel, with various folk from the videogame industry, page 3 lovely Nikala – plus wildcard, and shouldn't-have-been-there consumer British champion, Seefah, known to his friends as the 'messiah'. Gulp.**

PSM2's Daniel Dawkins – known to his friends as 'Dan' – enters, beats a few fellers from leading mens mags and various PS2 publications, before boshing Konami's UK marketing manager 2-1 in the semis. Several pints of booze to the breeze, PSM2's man wanders on stage to play non-drinking, *glove-wearing*, professional games player Seefah over a 15 min game. PSM2 takes an early lead, and *controls* play until Seefah equalises with a clearly bent penalty. Honest. After ten minutes it's 3-2 to lucky Seefah, when he scores a jammy free kick. Final score: a spawny 5-2 win for Seefah <cough>. Next year...

**NIKALA OF TIME:** She might not be able to spell her own name but she's lovely.



**DAWK THE SLAYER:** He may be tiny but his PES is strong.

EXCLUSIVE!

# NEW LOOK PSM2

That's right – from next month the best magazine gets even better!

**(Not very original, we know... BUT IT IS!)**

**Will the trumpet blowing never cease! No, because from next month PSM2 is undergoing a makeover. Dan G is having his face ironed. Joel is going to stop wearing clothes intended for a normal-size man, and Milf *might* (that's *might*) crack a smile. And the mag is going to look even better too. A bit like this in fact. Watch out for our familiar logo hiding a new improved version come the 19th December. And buy it. Obviously.**

# BURNS, BABY BURNS!

Vroom at the top? Let's hope so. It's another off-roader, this time *Richard Burns Rally*.

Colin McRae is about to get a rival. Not just on the track where Burnsie has already booted the Scot out of Subarau, but in the small, dirty corner of our hearts that we reserve for austere rally heroes.

For those who don't ordinarily delight in spending weekends in the Welsh foothills dodging half tons of steel being driven straight at them, Richard Burns is a Reading-born racer who has already notched up a world championship win. The only thing he lacks is a game and SCi is going to resolve that in the spring.

Where other games might tempt you with their causal attitude to crashes and scattering spectators, *Richard Burns Rally* treats peds more like actual humans and less like podgy skittles. Under the watchful eye of Mr Burns, the developers

**HUNKA BURNS IN LOVE:** It's all about realism – in graphics and handling.

are refining the realism to *true* simulation standard – unlike, say *WRC3*. When you crash, there'll no longer be a crunch, a flash and all four wheels magically appearing back on the track in an instant. Instead, you'll need to back yourself out of ditches, hope for a helping hand from the anoraks, or wait for a helicopter to ding you out of the mire and out of the race.

Bolstering the realism is a brand new 3D road system, offering surfaces nearly as deep as they are wide. That means it can includes potholes, camber and ruts in the surface itself. But don't fret if it all sounds too complex, as Mr. Burns himself will be on hand with advice.

**PSM2 RECKONS:** *There are a huge amount of trackside gubbins and on road details, and all moving with the speed and crispness you'd expect from a Turismo. Look out Colin. Arrgh (crash).*

**A STAR IS BURNS:** The game's lighting is far more reserved.

## ARE YOU SAYING BOO OR BOO-URNS?

With rally drivers' fame placing them behind even departed Tory leaders and One True Voice in the eyes of the fickle public, you might like to take note of these confusingly named individuals who, like yourself are not Richard Burns. Please take notes as there will be a quiz held afterwards...

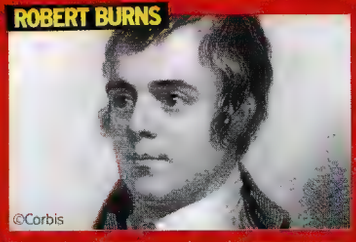
### C MONTGOMERY BURNS

Industrialist, very occasional philanthropist, and arms dealer to the stars, Charles Burns has come close to monopolising a room himself. Ordinarily preferring a [illegible]

### CHINESE BURNS

A painful form of playground justice dispensed by older children in an attempt to keep boulders cooler. Achieved by clamping two hands on the forearms of the victim and sharply turning them in opposite directions.

### ROBERT BURNS




Mouse, obsessed geese-monkey who [illegible] became the personification of Scottish nationalism. Despite looking nothing like Beetle, you'd have to [illegible]

### BURNS

Apparently in some regions of these fair isles the term is used instead of such mundane terms as 'pal', 'boy', 'geal', 'mate', 'fanj', 'sarnie' and 'knob'. Add to a [illegible]

## KAZ'S ALL SEEING HIRAI*

(*) The column previously – and much more sensibly – known as Rumours

**MORNING.** I'm Kaz Hirai, and this is my Online Network Adaptor. It's going to revolutionise gaming, because... look, you're wondering about my eye, aren't you? No, don't deny it, I saw you looking. Well, basically, it gives me the power to see into the future... look, it's rude to stare... which I mainly use to pick winning lottery numb... Christ! I knew Berti Vogts' 3-5-2 system left Scotland exposed to rapid counter attacks!...

### ATARI PLAN SAMURAI TRIBUTE TO DEVIL MAY CRY

Ace coders Melbourne House, the fellers behind the forthcoming – and technically superb – *Transformers* game, are working on a samurai fighting game for 2004. The gameplay is being mooted as "*Devil May Cry*, but with bigger swords", which makes us think there'll be no shortage of claret, in the vein of Tarantino's latest flick, Kill Bill.

### EIDOS NAB KILLZONE TEAM FOR TOP SECRET PROJECT

Having shipped off *Tomb Raider* to Crystal Dynamics in the USA, Eidos have secured European developers Guerilla – formerly known as Lost Boys, the team behind Sony's forthcoming uber-shooter *Killzone* – to work on an exciting original project. The game will be – ta-da – a third-person shooter, no doubt using the same insanely detailed texture-layering technology as *Killzone*. That said, this news still doesn't clear up which Guerilla game Atari were scouting back in PSM2#41, but we'll keep you posted.

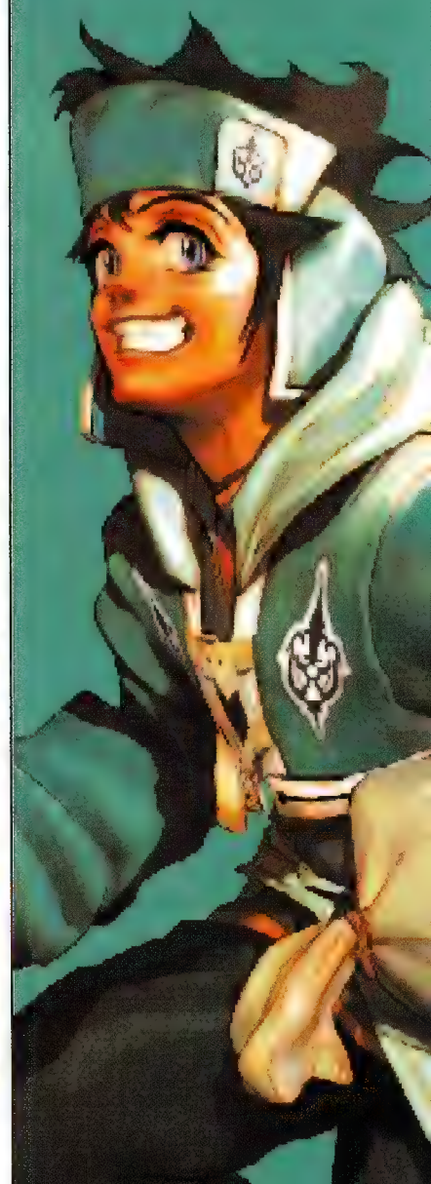
### JAMES BOND TO ADVENTURE ONLINE?

Latest rumours suggest that the delayed release of *James Bond 007 in Everything or Nothing* will give the team time to incorporate co-operative online play. The rumblings bear inspection, since EA have been the most committed publisher in support of Sony's online network, with *SSX3*, *NFS: Underground* and *FIFA 2004* all online this Christmas. This would certainly be an interesting development for Bond fans.

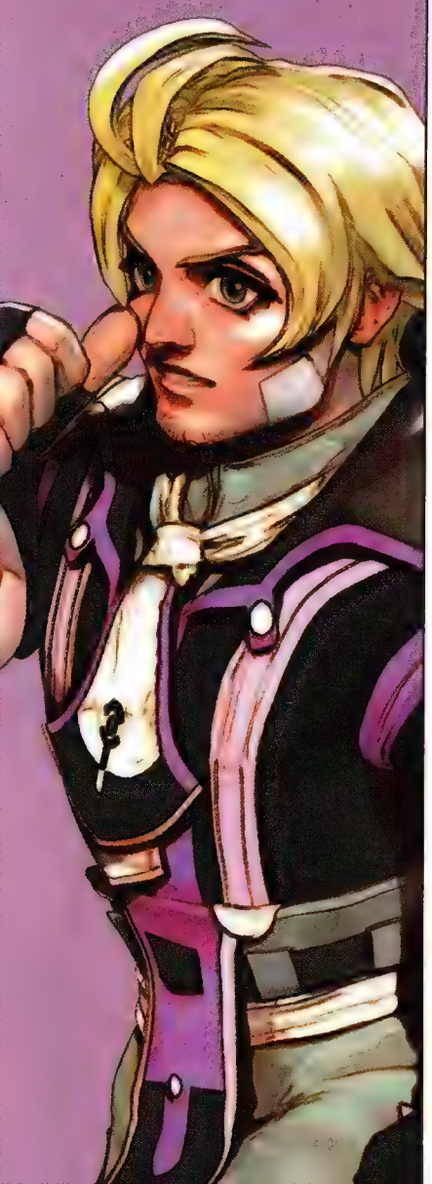
**Vent**

19 years old

Novice Carrier



**Kurt**
32 years old
Adventurer



# PS2 ONLINE: IT'S NOT CRAP

## Important news just in! It may now be worth buying a Network Adaptor!

**OK, we admit we've been a bit down on the old PS2 Network so far. We've looked on cynically and non-plussed as a parade of suits have told us about 'the future of videogames'. While delivering precisely nothing. And don't get us started on Kaz Hirai – jeez, his poor arm must be killing him by now.**

Well, this month the PS2 Network finally got the shot in the ass it needed – not thanks to Sony, who are resolutely ploughing their online furrow in a field of total indifference – but thanks to Electronic Arts and BT.

Firstly, EA have put their considerable money where their considerable mouth is and have put online options in their biggest games. *SSX3* – check. *Medal of Honor* – check. *Lord of the Rings* – ch... oh fudge, not that one. But *FIFA*. Yes! *FIFA* – big check-a-rooney. Play any of these great games online and you'll wonder what we were moaning about all this time. And special nod to Activision too for *Tony Hawke's Underground*. Playing as yourself – ugly mug and all – in *Underground* is very nearly worth paying £25 a month for. Very nearly.

**BT ME OVER THE HEAD:** After fudging around the issue for months, BT are addressing the needs of the PS2 gamer.

Secondly, BT have finally stopped being dumbass robots and are now offering a broadband subscription that FINALLY includes a modem that lets you plug your PS2 and computer in. Everything you need in one box – at last. Obvious really, isn't it?

For more information get online and go to www.bt.com/onlinegaming. There you'll be offered a broadband modem router for £99 and broadband services from £27.99 a month. Hey, we didn't say it was cheap. We'll be checking the system out in full next issue.

## WHAT IT ALL COSTS:

You've got your PS2 (obviously), but here's the full unabridged list of everything you need to taste the online experience.

### A NETWORK ADAPTER: £24.99

**Yes, you can buy it in packs with games, but frankly the likes of *Hardware Online Arena* are crap. Go for your bog standard game-free unit and choose some good games instead.**

### A MODEM: £99 APPROX

**Get a router (ie, not a USB modem that you get in lots of broadband 'packs'). Expect everyone to follow BT and introduce a one-box solution shortly.**

### A MONTHLY SUBSCRIPTION: £27.99

**There are lots of different prices, but the chances are if you're paying less you're not getting 500k per second – the going rate for 'proper' broadband.**

### SOME GOOD GAMES: £35 - £40

**There's plenty to choose from these days. See over the page for our selection of the PS2's finest online outings.**

## STOP PRESS

**While things are finally coming together for online it hasn't all been plain sailing. At the time of writing *FIFA* is being cursed with connection problems for certain users with certain routers. It's thought that the problems are at EA's end (and they can fix it with a tweak to their server) rather than it being a game or PS2 problem. We'll keep you posted.**

# ONLINE: THE GAMES

Your PSM2 endorsed list of the games worth getting online for...

## SSX3

PlayStation 2

**WHAT IS IT?:**
It's the premier snow game. Totally made-up downhill hijinx teamed with a crushing soundtrack and more polish than Mr French's Mobile French Polishing service.

**WHAT'S ONLINE?:**
Great lobby matching and the facility to chat mid-race. On-line race events allow you to play with the off-line character you've built in the single-player game.

**IS IT ANY COP?:**
We awarded it 93% in issue 41. Now that's massive.

**DEVELOPER**
EA Big

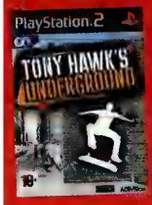
**PUBLISHER**
EA

**GAME TYPE**
Snowboard sim

**PRICE**
£39.99

## TONY HAWKS UNDERGROUND

PlayStation.2



**WHAT IS IT?:**
Once Tony Hawk was a mere lay attendant – so poor he had to trundle to work on a plank with wheels on. Now he's the star of an empire of brilliant skateboarding games. Like this one.

**WHAT'S ONLINE?:**
Skate against mates and – of course – get your real actual face on your in-game character. Duude. This shit rocks. Like totally.

**IS IT ANY COP?:**
We awarded it 92% in issue 42. We love it.

**DEVELOPER**
Neversoft

**PUBLISHER**
Activision

**GAME TYPE**
Skateboarding

**PRICE**
£39.99

## NEED FOR SPEED UNDERGROUND

PlayStation.2

**WHAT IS IT?:**
The premium game of choice for readers who want to bling their ride and go racing on dubs. Drive mad cars impossibly fast and earn the love of girls. It's just like real life really.

**WHAT'S ONLINE?:**
Naturally you're given the ability to race online against three other racers simultaneously. That's four in total then, maths fans.

**IS IT ANY COP?:**
We awarded it 86% in this very issue. That's very good.

**DEVELOPER**
Electronic Arts

**PUBLISHER**
Electronic Arts

**GAME TYPE**
Racing

**PRICE**
£39.99

## FIFA 2004

PlayStation 2

**WHAT IS IT?:**
The most popular football game in the world. All the proper teams. All the proper player likenesses and... this year... damnit... and... it plays a pretty good game of football too. Gah! There we've said it.

**WHAT'S ONLINE?:**
Play against 'friends' in Europe and America. Compete in tournaments and download team updates. Unfortunately the frame rate takes a bit of a dive and the graphics appear rather simplified (but not shocking) in order to free up the required PS2 power.

**IS IT ANY COP?:**
We awarded it 86% in issue 42. (*Pro Evo 3* got 96%, incidentally, 'cos that's better. Sorry EA.)

**DEVELOPER**
EA Sports

**PUBLISHER**
Electronic Arts

**GAME TYPE**
Football sim

**PRICE**
£39.99

## SOCOM: US NAVY SEALS

PlayStation.2

**WHAT IS IT?:**
The Seals are the American SAS. They also code a mean third-person shooter. This surprise summer hit comes complete with a headset mic and earpiece headset – just like Britney's.

**WHAT'S ONLINE?:**
Oodles of modes: team games, deathmatches, capture the flag. You'll soon have a favourite – and no shortage of people to play against.

**IS IT ANY COP?:**
We awarded it 82% in issue 30. Worth a lash then.

**DEVELOPER**
Zipper Interactive

**PUBLISHER**
Sony

**GAME TYPE**
Shooter

**PRICE**
£39.99

# COMING SOON

## GRAN TURISMO 4

PlayStation 2

**WHAT IS IT?:**
It's the latest in the 'best racing game ever made' series. It's laden with online goodness – plus 600 cars and 100 tracks. This could be the real reason to go online come 2004.

**WHAT'S ONLINE?:**
Championships, one-on-ones and the amazing Team mode (where you manage a racing team) are all mooted to be on-line. Intense.

**IS IT ANY COP?:**
We won't know until early next year. But it looks lush.

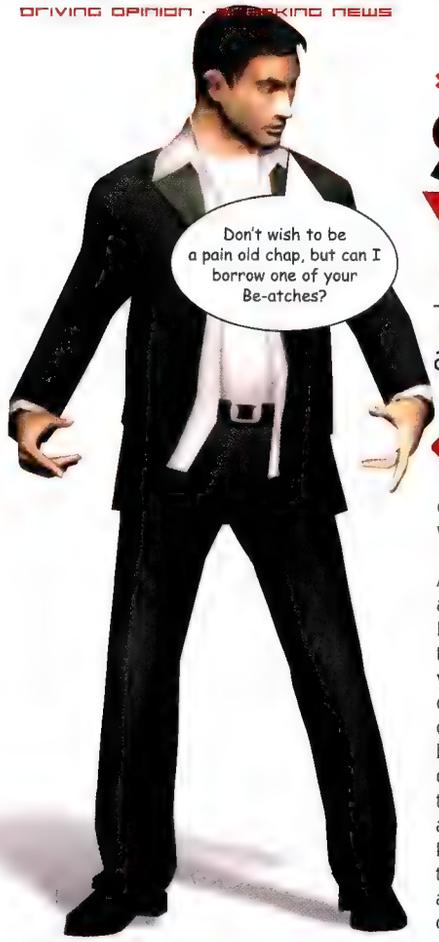
**DEVELOPER**
Polyphony Digital

**PUBLISHER**
Sony

**GAME TYPE**
Driving Sim

**PRICE**
£39.99

**Judy**
10 years old
Genius Witch-in-Training



›IT'S ALL GRAVY, BABY 7/17

# SNOOP'S UPSIDE YOUR HEAD!

The doggfather of rap gets his own pimpmobile and gets medieval on *True Crime*'s pimp ass.

**Yes, yes, y'all. The D-O-double-G's back and packin', chillin' and mackin', takin' out a crew, or two, fancy a few? What you wanna do? Be-atch! Or something.**

Translation: Snoop Dogg's in Activision's *True Crime: Streets Of L.A.* as an unlockable character. Collect enough Dogg Bones in the main game and you get to go on Dogg Patrol, copping a nine in your hydraulic convertible. The man who once sang 'It's 1-8-7 on a mother(cluckin') cop' seems to have gone legit, though, because you'll actually be *solving* random crimes – although, obviously, there's still the opportunity to cap any mofo who gets all up in your shiznit. Why? Well, the Doggfather's 'Dance With Me' appears on the blinging West Coast soundtrack, alongside N*E*R*D, Ice T and twenty other rappers who we've never heard of.

Sly Boogy? Big Tray Deee? Damizza? Whatever, y'all - the important thing is that the flows are dope, and we don't want *anything* busted in our ass.

**PSM2 RECKONS** *Snoop's actually a lot more charismatic than Nick Kang. How about a full-on 'hood simulator? Snoop, 50, Jay Z selling* (Beacham's Powders) *and pimping* (toes?). *All being ran by Carlton from Fresh Prince as the crime overlord.*

## OTHER PS2 CELEBRITY CAMEOS

Although he's the first rapper to get 'porn director' and 'Huggy Bear' on his CV, Calvin Broadus (as his mum calls him) isn't the first musician to appear in a game. But are his in-game 'skillz' the closest to his real-life bling?

### GENE SIMMONS

The KISS frontman comes with his own level in *THUG*, letting you watch the legendary mime-painted rockers in concert, skitch a dune buggy or simply kick back with a freakshow.

BLINGOLITY
With two special moves that ape his trademark stage persona (limited ability to breathe fire, reptilian tongue), Gene's got some mad skills, yo. But the fact remains – he probably isn't that good on a skateboard.

### FRED DURST

Stroppy angst-peddler Fred appeared in *Smackdown! Know Your Role* after The Undertaker briefly used Rollin' as his theme music. Kids everywhere rejoiced then kicked his head in with The Rock.

BLINGOLITY
Although he's good at wrestling the laydeez and throwing musical tantrums, real-life Fred's about a foot shorter than Kane and he can't do a Swanton Bomb. Nice intro, though.

### NELLY

Is it hot in here, or is it just us? No, it's just us. Nelly drops rocks all over the in the hisoose as one of *NBA Street 2*'s secret 'ballers. Cover that in butter and serve it to yo' mama. Yes.

BLINGOLITY
Reasonable. As the elastoplast-spangled rapper admits: "I played in high school and I was on the team, but I was much more of a football playa." Doy.

### MICHAEL JACKSON

"No-one wants to be defeated" sang Michael, once. Unfortunately, he *was* defeated in *Ready 2 Rumble 2*, many, *many* times – proving conclusively that silky footwork and glittery gloves are no match for a thumping right hook.

BLINGOLITY
As Michael himself tells Paul McCartney in 80s hit The Girl Is Mine: "I'm a lover, not a fighter." Verdict? Pussy.

## DARE YOU PLAY

# LARRY'S L♥VE MATCH

With *Leisure Suit Larry: Magna Cum Laude* (yes) confirmed for PS2, can you guess which outfit Larry is wearing to ~~trick~~... er, woo, each young lady into a position of romantic compromise? Answers below...

A1 B3 C4 D2... Er, look, to be honest, publishers Vivendi won't let on and – hey – who *hasn't* tried to trick a stripper into bed by posing as a mime artist, eh?

# ARE YOU DARING ENOUGH TO CHALLENGE THE UNLIMITED SAGA?

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Eternal Calm

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DUBIOUS GAMES 2007

# BUNNY OLD GAME

## Fancy a pillow fight in the Playboy Mansion?

Yes, you heard that right – America's favourite gentlemen's periodical is getting its own game, produced by *Duke Nukem* developers ARUSH. You'll be donning the famous quilted smoking jacket as a Hef-style entrepreneur, guiding the mag from hastily-stapled scud pamphlet to renowned jazz glossy via the right combination of articles, celeb schmoozing and lovely, lovely ladies.

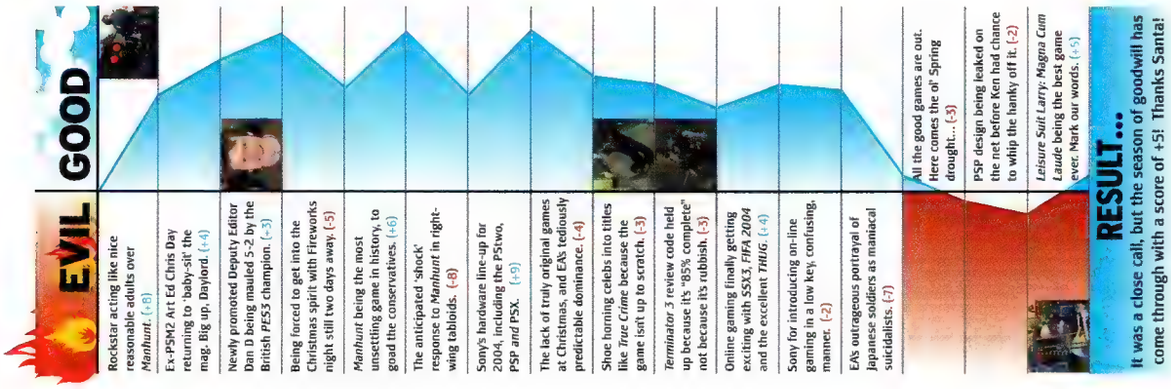
You start the game with a relatively sparse mansion, only adding features like the zoo and grotto as your empire expands. Circulations linked to the way you handle your staff (hnar), with a parade of sports stars and actors to 'interview' and a fickle reading public to please. Apart from watching the bunnies jiggling about on trampolines, you'll be in charge of managing their Playmate training and, we quote – be able to 'zoom in and admire the majesty of the mansion via a dynamic camera.' Yeah, that's right – we'll be zooming in on the *mansion*...

*Let's just hope they manage to squeeze it in a game alongside all the lovely breasticles.*

# THE ETERNAL STRUGGLE

## Everything that happened this month, weighed up in favour of good or evil...

**WELCOME** back to the Eternal Struggle. Yes, that's right, the confusing bit where we tally up the 'good' and 'bad' things that happen each month to come up with a winner. What sort of things? Y'know, clever bits in games, publisher scams, lurid advertising campaigns, stupid things we did in the offffice that only we think is funny and you find pathetically indulgent... yeah, that's right, *games* stuff. Exciting, eh? Look, as much as we'd love to comment on President Bush's economic policy, we're essentially shackled to rubbish commentary in football games that everyone likes. Oh, whimsy. Mercifully, space is tight this month thanks to the huge advert on your left so... y' what? There is no advert on the left? Oh fudgenuts. For the love of Jebus – space *isn't* tight. Look at all this bloody space! Milf! Can you make this column smaller next month? MILF! Bastard.


GOOD
EVIL
Rockstar acting like nice reasonable adults over *Manhunt*. (+8)
Ex-PSM2 Art Ed Chris Day returning to 'baby-sit' the mag. Big up, Daylord. (+4)
Newly promoted Deputy Editor Dan D being mauled 5-2 by the British *PES3* champion. (-3)
Being forced to get into the Christmas spirit with Fireworks night still two days away. (-5)
*Manhunt* being the most unsettling game in history, to goad the conservatives. (+6)
The anticipated 'shock' response to *Manhunt* in right-wing tabloids. (-8)
Sony's hardware line-up for 2004, including the PSTwo, PSP *and* PSX. (+9)
The lack of truly original games at Christmas, and EA's tediously predictable dominance. (-4)
Shoe horning celebs into titles like *True Crime* because the game isn't up to scratch. (-3)
*Terminator 3* review code held up because it's "85% complete" not because it's rubbish. (-3)
Online gaming finally getting exciting with SSX3, *FIFA 2004* and the excellent *THUG*. (+4)
Sony for introducing on-line gaming in a low key, confusing, manner. (-2)
EAs outrageous portrayal of Japanese soldiers as maniacal suicidalists. (-7)
All the good games are out. Here comes the ol' Spring drought... (-3)
PSP design being leaked on the net before Ken had chance to whip the hanky off it. (-2)
*Leisure Suit Larry: Magna Cum Laude* being the best game ever. Mark our words. (+5)
RESULT...
It was a close call, but the season of goodwill has come through with a score of +5! Thanks Santa!

"I DANTE BELIEVE IT"

## DEVIL MAY CRY 3 IN NOT RUBBISH SHOCK

According to Japanese games magazine Gamest, original *Devil May Cry* creator Shinji Mikami – the feller who stood on stage at E3 in 2001 and shot pretend demons *with his hands* – is hard at work on *Devil May Cry 3*. Apparently, Shinji is keen to make the game even better than *DMC*, and not, erm, worse, as was the case with *Devil May Cry 2*, produced by a nice feller called Tanaka, who's currently beavering away on *Resident Evil Outbreak*. More excitingly, Shinji is believed to be working on a secret project with *Metal Gear Solid* guru Hideo Kojima, but details are currently unknown. Welcome back, Shinj!

**DANTE HOLD YOUR BREATH:** Mikami can be a perfectionist to *DMC3* may not see 2004.

"CASE IN PINT"

## PLAY PS2 PUB GAMES AND WIN CASH

"Console addicts will now be able to get off their sofas and down to the pub", trumpets the release for an incredible IN-PUB version of Codemasters' *World Championship Snooker*. And you'll be able to play for cash prizes. How? Because it's being used in Inspired Broadcast Networks new range of 'entertainment terminals' called the itbox. The DualShock 2 has been replaced by nifty touch screen technology, so you better get used to balancing pints on your belly.

**SNOOK GROGGY GROG:** Every played PS2 while under the influence? Now do it in public.

"OH, CANADA"

## SYPHON FILTER: STRAINED

Sony have been forced to change a level in *Syphon Filter: The Omega Strain* after complaints from the Canadian government. The game was due to feature a mission set in Toronto, where you had to clear the subway system of terrorists. The premise caused public backlash for representing Canadians as, well, terrorists. Sony have removed the offending content, and changed the location to Aberystwyth, Wales. (That last bit is a lie, if any of the Sons of Glyn Dyr are thinking of complaining).

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PlayStation.2
Ratchet & Clank 2: Locked And Loaded
PlayStation.2
TERMINATOR 3
RISE OF THE MACHINES
Terminator 3: Rise Of The Machines
PlayStation.2
MEDAL OF HONOR
RISING SUN
Medal Of Honor Rising Sun
PlayStation.2
PRINCE OF PERSIA
THE SANDS OF TIME
Prince Of Persia: Sands Of Time
PlayStation.2
LORD OF THE RINGS
Lord Of The Rings: Return Of The King
PlayStation.2
MANHUNT
Manhunt
PlayStation.2
M:I
Mission Impossible: Operation Surma
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XIII
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>COMPETITION

# SAY HELLO, WAVE DUBAI!

## Win an ace holiday for two in the heart of the middle east!

**Look out of the window. Pissing down? Thought so. If only you could be in Dubai having a brilliant time at the expense of Play.com, the UK's most popular on-line retailer of movies, music and games... Hang about. We feel another brilliant PSM2 competition coming on.**

Yes, Play.com have booked you a five-night, five-star adventure to Dubai, immersed in the princely surroundings of the Le Royal Meridien Resort. Look at the exotic luxuries you get if you win. Bloody hell!

©Corbis

## SHAZAM! 'TIS THE HOLIDAY OF A LIFETIME!

**LEVEL 1** - Become a real *Prince of Persia* as servants cater to your every need on the long, white, powdery Jumeirah beach. Le Royal Meridien is a veritable oasis and a world-class destination in itself!

**LEVEL 2** – Hop in a rugged 4x4 vehicle and drive into the breathtaking red sand dunes. The sunset casts eerie shadows over the dunes and it's time to join in the fun with a lavish BBQ in the company of exotic belly dancers. We shit you not!

**LEVEL 3** – Hold on tight and follow the bumpy trails of the Wadis* deep into the Hajar mountains. Time your visit right and you can dive into the deep desert pools before heading back to civilization. But first, sit down to a right regal picnic, al fresco of course.

**LEVEL 4** – Dubai is a staggering blend of timeless tradition and 21st Century innovation. So why not indulge in the myriad of activities the city has to offer – including some truly excellent duty free shopping.

**LEVEL 5** – Saddle up for a spot of camel racing! Back a winner and there could be a princely sum to bank at the end of the day. Whatever the outcome, it's impossible to get the hump!**

## ATTENTION DUMBASSES!

Dubai is in the middle east, in the United Arab Emirates. And round about now it's 88 degrees. In the shade. That's bloody hot.

## WHAT YOU GET:

The bestest holiday ever for TWO lucky people. Including:

* dry river beds
** terrible, we know

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- PRIVATE TRANSFERS TO THE RESORT FROM THE AIRPORT
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- CAMEL RACE MEETING

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## WIN! THIS NOW

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**To be in with a chance of winning this ultimate prize just complete the following mode of mystical arabian transport: 'Magic...'**

**A) MUSHROOMS**
**B) SHMAGIC**
**C) CARPET**

To enter, go to the www.play.com website and click on the games tab at the top. Now look for the competition icon and click there to enter your answer and your name and address etc.

That's it. Couldn't be simpler. We wish you the very best of luck. Competition closes 19th December. Holiday must be taken during 2004.

# COVER GAME

**PSM2** TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

OUT UK 21ST NOVEMBER

# MANHU

**"MANHUNT IS A GAME YOU HAVE TO PLAY. ITS RELENTLESS INTENSITY REALLY**

# You won't laugh, but you might cry and you'll definitely hurl, as Manhunt pushes gaming to its explicit extremes. Think you can handle it? Are you sure...

**ON THE PROWL:** Sam Richards

## INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Rockstar North
- **PUBLISHER**
  Rockstar
- **GAME TYPE**
  Action Adventure
- **PRICE**
  £39.99
- **EXTRAS**
  1-Player, DualShock 2, Memory Card, USB Headset optional

## DETAILS

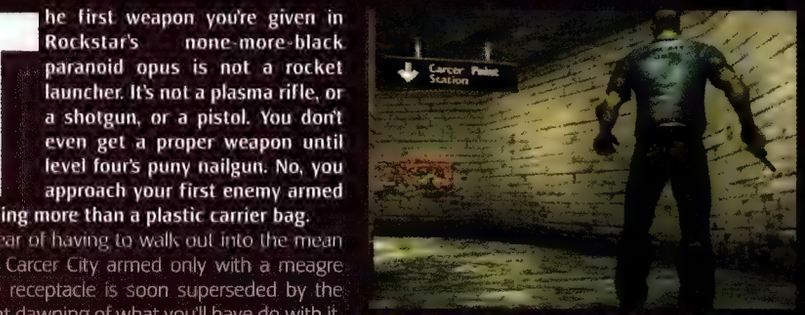
- From the developers of *GTA3* and *Vice City*.
- You play as James Earl Cash, a man saved from death row when his execution is faked, only to be handed an equally unpleasant fate.
- Strictly 18-rated game. Contains some of the most disturbing scenes ever to appear in a videogame. Gruesome kill moves are enjoyed for implied sexual gratification.

**The first weapon you're given in Rockstar's none-more-black paranoid opus is not a rocket launcher. It's not a plasma rifle, or a shotgun, or a pistol. You don't even get a proper weapon until level four's puny nailgun. No, you approach your first enemy armed with nothing more than a plastic carrier bag.**

The fear of having to walk out into the mean streets of Carcer City armed only with a meagre polythene receptacle is soon superseded by the unpleasant dawning of what you'll have do with it. That's right, you're required to suffocate people. Violently. Graphically. And, if at all possible, finish them off with a kick to the head while they're desperately gasping for breath.

Read the next sentence very carefully. *Manhunt* is not *Grand Theft Auto*. It may share the same publisher, developer and age rating as the bestselling videogame series of recent times, but *Manhunt* was never designed to be similarly populist. It's an altogether darker and more intense experience designed for the demanding appetites of hardcore games players. No shit.

You can feel the nausea rising already. Whereas in most games the kill is the money shot, the ultimate celebration of your gaming superiority, *Manhunt* subverts the pornography of violence to actually leave you disgusted at the whole business of murder – which is much closer to the real-life emotional experience of killing than the gung-ho portrayal we're usually offerered.




**SICK CITY:** The post-industrial slum of Carcer City isn't somewhere you'd like to get caught after dark. Ideal for snuff vids, though.

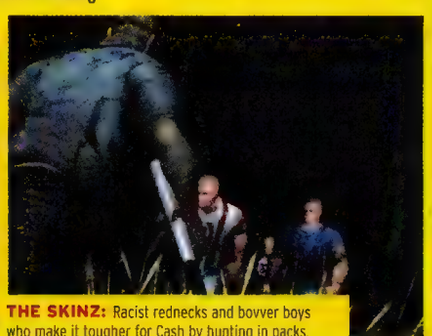
It doesn't help that you're being manipulated by the game's mysterious 'Director', who, having faked your execution and given you a second chance, now holds your life to ransom. You must kill or be killed – and the Director demands that you execute opponents in the most unpleasant manner possible for his warped personal satisfaction. And how does he know what you're up to? Because he's watching you via CCTV cameras positioned all over Carcer City at all ▸

**"MANHUNT SUBVERTS THE PORNOGRAPHY OF VIOLENCE TO ACTUALLY LEAVE YOU DISGUSTED AT THE BUSINESS OF MURDER"**

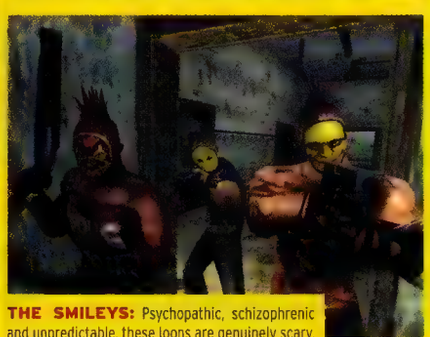
## WANNA BE IN MY GANG?

**You encounter different classes – or gangs – of hunters as you progress through the game. Each has a distinct, erm... uniform and each wants nothing more than your head on a plate and your ass in a sling...**

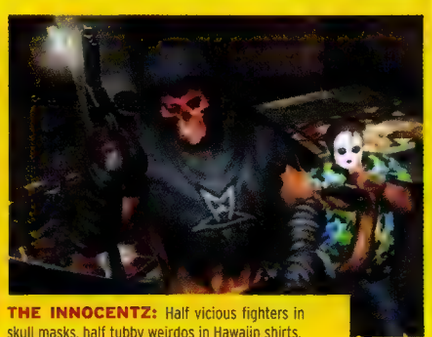
**THE HOODS:** Masked rabble of dim thugs and off-duty cops. Disorganised, but still suitably psychotic.



**THE SKINZ:** Racist rednecks and bovver boys who make it tougher for Cash by hunting in packs.



**THE SMILEYS:** Psychopathic, schizophrenic and unpredictable, these loons are genuinely scary.



**THE INNOCENTZ:** Half vicious fighters in skull masks, half tubby weirdos in Hawaiin shirts.

**NT**

**GETS UNDER YOUR SKIN..."**

# COVER GAME

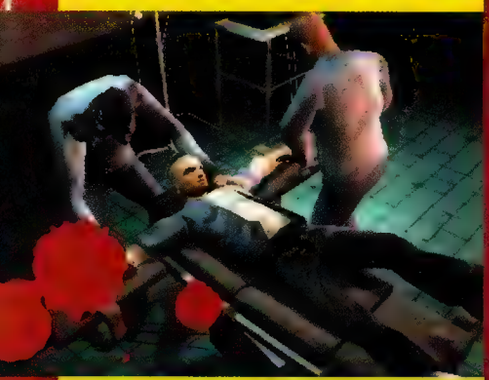
**PSM2** TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

## 3, 2, 1... EXECUTE

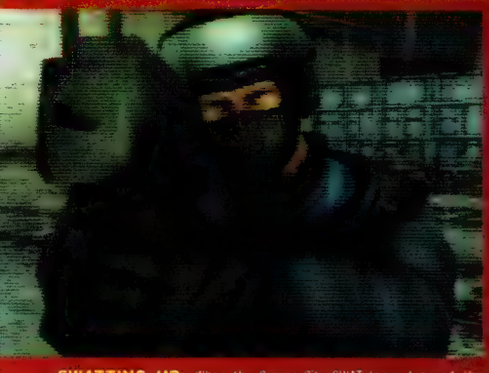
**Creep up behind your unfortunate victim. When you're close enough, your right arm will raise automatically in classic 'Psycho' pose. Then press ⊗ or ⊙ and hold as a flashing target appears around your victim's head. Orange comes first, then red. The longer you wait, the more you risk your victim turning around and spotting you. However, the longer you wait the more 'gruesome' the execution you perform, the happier the Director, the better the level rating you receive... Perform a 'gruesome' execution and you're rewarded with the victim's head to use as a projectile weapon for use with the knife**

**TREVOR CLEAVER:** If you thought a gruesome kill with the baseball bat was nasty, you don't want to see what happens here.

**BAGS I WIN:** And for your delectation, the placcy bag suffocation scene in full grisly effect.



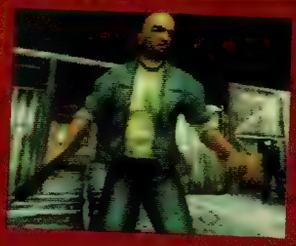
**DEATH IS NOT THE END:** Cash is a death row prisoner whose execution is faked by the Director at the start of the game.



**SWATTING UP:** When the Carcer City SWAT team descend, the game really starts to get frantic. Just whose side are they on?

**UNDER COVER:** This investigative reporter is trying to expose the Director's snuff ring – Cash might just be the key...

**TIME FOR BED:** ...as a handy barricade, that is. You wouldn't really want to sleep on that mattress, would you?



times. And that's *Manhunt*'s brilliant twist.

At its most simple the areas you must negotiate are corridors of scenery, men and objects. But the notion is that the Director has set up the scene to be like this – you're being watched and lured and channelled towards your next kill.

Be prepared for lots of sudden reversing as you slowly, stealthily approach your next victim only to have a distant second goon suddenly turn and start heading your way. Every kill needs planning to perfection. And you'll soon master the art of pressing against a wall and scoping around a corner to see who might be waiting.

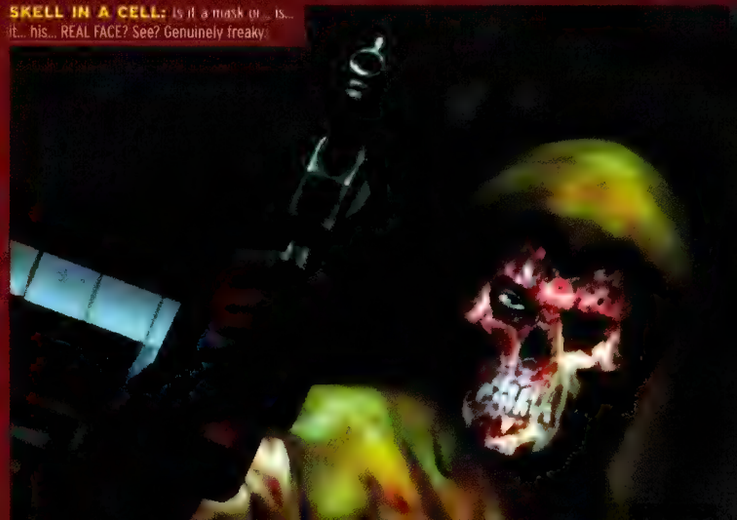
**"EVERY KILL NEEDS PLANNING TO PERFECTION AND YOU'LL SOON MASTER THE ART OF SCOPING AROUND A CORNER"**

The game – perhaps inevitably – looks a little like *GTA*. The camera tracks you and can be rotated with the right stick. Enemies show up as arrows on the radar, but only once you've seen them. While it's possible to play the likes of *Metal Gear* with only the radar, that's just not possible with *Manhunt*. Only once you've sighted an enemy (or they've detected you) will their position be logged. You can then tell which way they're facing by which way their arrow is pointing.

There are three modes of execution (standard, violent and gruesome) for each weapon, and the mode you activate depends on how long you are willing to risk detection by hovering silently behind your victim. Gruesome

## IMPACT POINT

**If you have a *SOCOM* headset you can hear the game's regular sound through your TV speakers, but the words of the director come only through the earpiece, making the whole experience that much more chilling. In addition, you can use the mic to shout or whisper 'psst' to attract/distract hunters as a more subtle alternative to tapping walls.**



**SKELL IN A CELL:** Is it a mask or... is... it... his... REAL FACE? See? Genuinely freaky.

**BABYFACED ASSASSIN:** These chubby pierrot-masked fellas are frightening just because they're so... wrong.

**PLAID ALL OVER:** This guy belongs to the Wardogs, *Manhunt*'s most professional gang.

## "DON'T GO THINKING YOU CAN TAKE ON TWO BLOKES AT ONCE. JUST AS IN REAL LIFE, YOUR BEST OPTION IS SURPRISE"

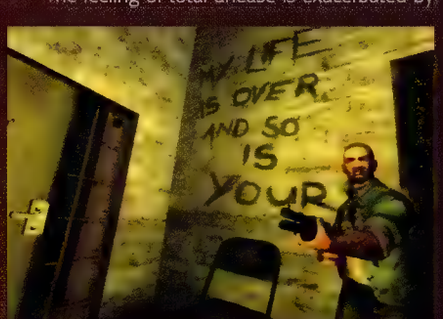
your complete reliance on stealth. Without a gun, confronting enemies is simply not an option. And don't go thinking you can take on two blokes at once. Just as in real life, your best option is to take someone by surprise. Next best is one on one, then two against one (and upwards). By then you're fighting a losing battle...

Your only friend is shadow. Throughout the environments there are safe areas where hunters will not be able to locate you – even from inches away – unless they've actually seen you hide there. The most effective trick is to lure a hunter from his patrol by tapping a wall or lobbing a brick or bottle, then crouching in a safe area when he comes to investigate. Eventually he'll conclude that he's just hearing things and turn away, at which point you creep up and pounce.

The catch is that if another hunter sees or even hears you executing a colleague, he'll rush to the scene. As you progress through the levels, enemies become more numerous and hunt in packs, requiring steely patience to isolate individual hunters and then conceal their bodies in the shadows. Superb level design and AI (none of your predictable ten-second patrol patterns or tunnel vision here) make for increasingly complex puzzles. Occasionally you'll be forced to precipitate a nail-biting chase through a level to attract attention. Then, just when these games of cat and mouse start to become a little repetitive, guns are introduced. Suddenly armed hunters can't be persuaded to abandon their lookout posts by ▸

executions please the Director more and will give you a higher game rating on completion. But they also mean you have to suffer watching your vile handiwork as the camera cuts to passive CCTV mode, before enduring the Director's semi-orgasmic reaction as he purrs encouragement. This will affect you surprisingly deeply.

The feeling of total unease is exacerbated by



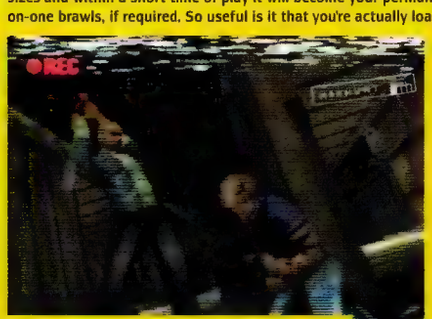

**SLOGAN'S RUN:** Carcer City's interiors are plastered with nihilistic graffiti like this nugget of positive thinking.

### INSIGHT

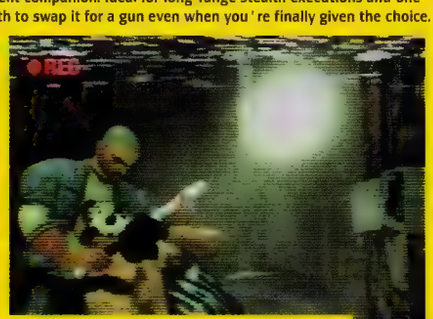
■ **Running anywhere in *Manhunt* is foolhardy as hunters will hear and locate you. You can walk undetected as long as you're out of hunters' eyelines, apart from on noisy gravel surfaces where creeping – and ice-cool control of the left stick – is necessary.**

## BAT'S THE WAY I LIKE IT

**Ah, the humble baseball bat. Who needs a M15 when you've got some stout maple in your mitts. The baseball bat comes in two sizes and within a short time of play it will become your permanent companion. Ideal for long-range stealth executions *and* one-on-one brawls, if required. So useful is it that you're actually loath to swap it for a gun even when you're finally given the choice.**




**HOME RUN:** Prepare to wallop Ratface's cranium out of the stadium. Try not to enjoy it too much.

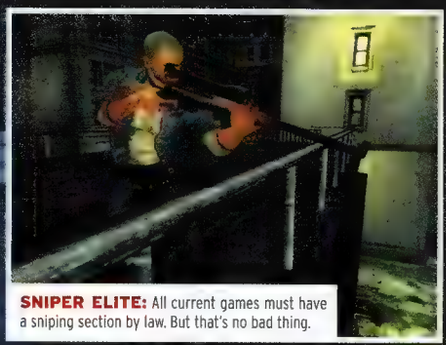



**THE STRANGLERS:** Asphyxiation is one of the dirty Director's favourite forms of execution.

# COVER GAME

**PSM2** TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

**TRICK OR TREAT:** The Innocentz have some good costumes. Unluckily for you, it ain't Halloween.



**SNIPER ELITE:** All current games must have a sniping section by law. But that's no bad thing.

**JECKYLL AND HIDE:** Half your time in the early levels will be spent waiting in this position.

## "YOU'RE DRIVEN BY A DESIRE TO FIND OUT WHAT MAKES THE DIRECTOR TICK"

▸any amount of aural distraction. The only option is to steal a revolver and engage in a tense stand-off where every bullet counts and every risky dash across the line of fire could mean curtains for you. The fact that the shootout takes place in a blood-splattered asylum with dirty mattresses for cover and your foes are gibbering man-babies in chef's hats doesn't aid your feeling of unease. You really feel like you're playing as if your life depends on it.

*Manhunt* is a game fuelled by stealth and paranoia to the point where you don't dare move for minutes at a time as your trembling fingers hover over a sweat-soaked joypad. You don't dare open fire for fear of giving away your position.

And when fire fights do break out the game becomes an adrenaline pumping action game (though no less tense and strategic). After 12 levels of hiding in the shadows, it's a joy to let rip with the shotgun. And you're always being driven forward by a desire to find out just what makes the Director tick, who's *really* in control of Carcer City and, of course, what happens when you've killed everyone there is to kill. Let's just say it's not a pat on the back and a carriage clock...

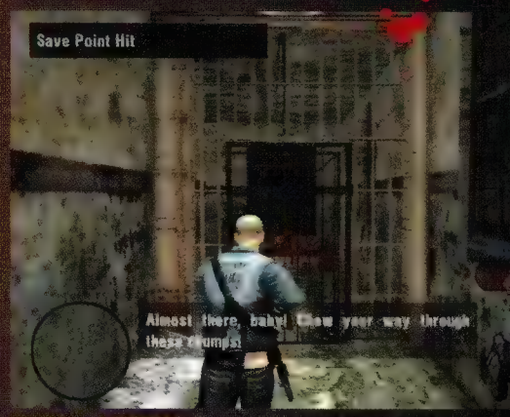
*Manhunt* is a game you have to play. It's unique in so many ways, not least its use of extreme violence as a comment on the use of extreme violence in games. Its relentless, shocking intensity means that *Manhunt* really gets under your skin. It's conceivable that the game's strict linearity, slow early pace and bleak imagery – punctuated by incidents of barely palatable brutality – will not appeal to all. But if you pride yourself on assimilating new gaming experiences, *Manhunt*'s the only game pushing back boundaries this Christmas. **PSM2**

*Manhunt is available now. If you dare*

**URBAN WARFARE:** These special forces troops look like something out of *Killzone*. But who are they fighting for?

## IMPACT POINT

**The early levels are all about shadow. Safe areas in the environment are those that appear draped in shadow and your icon turns blue to confirm your complete concealment from hunters' prying eyes. However, if you're spotted entering a safe area, it ain't safe no more. Time to show your hunter the sharp end of your cleaver – or at least a clean pair of heels.**




**FUNERAL DIRECTOR:** Your mysterious mentor ensures there's no let up to the constant killing. He's watching your every step...

## THE DIRECTOR'S CHOICE

1. **MANHUNT**
   Unremittingly brutal and makes you feel sick deep inside. Can you handle the challenge?
2. **MORTAL KOMBAT: DEADLY ALLIANCE**
   Spines get ripped out, but overall lacks the S&M undertones and is left looking silly.
3. **HITMAN 2: SILENT ASSASSIN**
   Plenty of asphyxiation related deaths. If that's how you get your kicks.

## PSM2 VERDICT

**GAMEPLAY**
+ Takes stealth to another level and the action is equally thrilling
- A few repetitive tasks and occasionally messy gunplay

**GRAPHICS**
+ Grim apocalyptic atmosphere is maintained throughout.
- Doesn't push the PS2, but *Manhunt* isn't meant to be pretty.

**SOUND**
+ Brilliantly disquieting ambient sounds and voice samples.
- No 80s classics (unless you count Throbbing Gristle).

**LIFESPAN**
+ 20 long levels that require a cautious pace.
- No multiplayer modes. But did you want them?

**OVERALL**
**Dares you to play despite your natural revulsion. *Manhunt* is a tour de force, and worth every nightmare it'll give you.**

**91**

**HARROWING**

**The Sequel to IGNPS2's 2002 Reader's Choice for Best Strategy Game!**

- Unleash Multiple Tactics in a Single Turn
- New Tactical Chain System
- Play as Lu Bu, Cao Cao, Sun Ce, or Liu Bei
- Epic New Stories with Multiple Branches and Endings
- Twice the Number of Tactics as the Original
- Join Allied Officers for Devastating Team Tactics

**November 2003**

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# PLAYSTATION 2 MAGAZINE

# PSM2

# COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST! プレビュー

トクセンジョウホウ

## "BOOZE? AND DANCING Y'SAY? COOL! TONIGHT? ERM... ACTUALLY, WE CAN'T..."

JOEL

**About this time of year, PSM2 starts getting invited to parties. Not cake 'n' doggy bag or bring-a-sixpack evenings in, either. We're talking proper, full-on, all-the-free-White-Russians-you-can-chug discos. It happens during the rest of the year, but at Christmas it goes *mental*. There's an invite for one on our desk *right now*, promising free champagne (yay!) and all the ladies we can handle (probably a lie). Brilliant, eh? Except for one thing: *We can't go*.**

Seriously – during the Christmas season, it's all we can do to get the mag done in time for turkey sarnies. Playing games when they turn up at the last minute doesn't leave us a lot of time for anything else. Another example: we're invited to EA's *Return Of The King* launch tonight – it's at the Science Museum, and they're bringing props from the film. Let's repeat that: Science Museum. Free Beer. Swords. It's going to be the best thing ever... and we're not going because we're playing frikkin' *Fame Academy*. Christ!

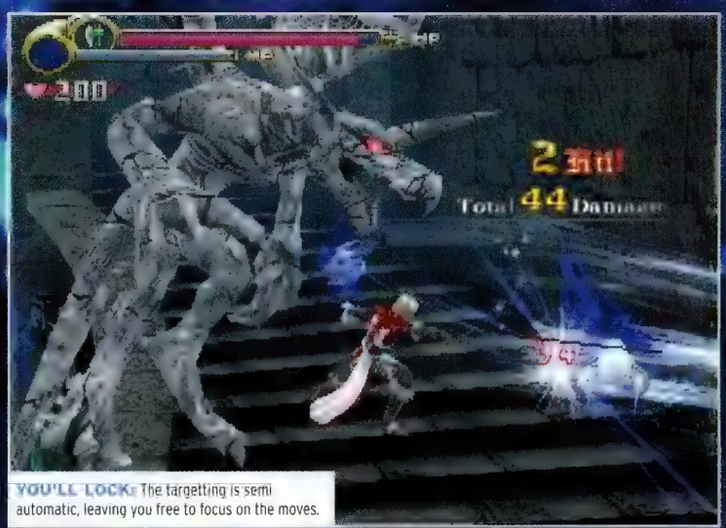
Sorry if this sounds like whinging, because it really isn't. Most of the time, it's brilliant to have a job that involves playing games. But just spare us a thought when you're reeling on sherry and doing something ill-advised under the mistletoe.

### PSM2'S MANIFESTO

**PSM2's PREVIEWS ARE.** Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release-style waffle here...).

**PSM2's PREVIEWS AREN'T:** Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

**ALEXEI SCALES:** Belmont's foes range from the disgusting to the... er, just look at her, eh?




**YOU'LL LOCK:** The targetting is semi automatic, leaving you free to focus on the moves.

**AXE INSPECTOR:** A pair of flying axes are one of your melee weapons. Powerful and effective.

EXPECTED UK 2004

# CASTLEVANIA: LAMENT OF INNOCENCE

The classic shocky horror series finally arrives on PS2, but after years of failed flirtation with 3D was it la-meant to be?

**WHAT'S A BOY to do when an all-powerful vampire kidnaps his special lady friend and whisks her off to a dirty great demon-infested castle in the middle of a perpetually dark forest? Well, some might say 'Sod her, pass the Hennessey and pop on the *PES*' but not Leon Belmont. Nope, Lord Leon renounced his hereditary title and piled straight on in there armed with a magical whip and gauntlet and he ain't leaving until Dracula is spitting his teeth all over his welcome mat. In fact the Belmont's have been doing this for years; a certain Simon Belmont was giving nefarious neck-biters a whipping back in the early NES days.**

Rather strangely for a series with such an avid following, this is the PS2's first Castlevania title. It's billed as a prequel to the earlier games and it's also the first time that the series has ventured into the realms of 3D since the N64 versions. Those of you joining the *Vania* party late would be forgiven for thinking that *Lament Of Innocence* is a complete rip off of *Devil May Cry*. It's actually the other way around – Dante took his

**"YOU'LL BE BATTLING THE SPAWN OF SATAN WITH BRUTE FORCE AND MAGIC"**

## TO HELL AND CRACK

1 Belmont's principal weapon is a bullwhip that has been strengthened with some alchemistic naughtiness. There are two ways to wield it. Hammering ⊗ gives you weak (but wide ranging) combos, while tapping away at ④ makes for strong (but shorter) attacks. Upgrades are awarded as you progress further and the body count hits a certain level.

**INDY MIXER:** Enemies have a habit of surrounding you, so it's imperative to strike more than one in a combo.

**GUST THE JOB:** Powerful combos end with a magical whip wind that will destroy most enemies.

**VERT QWARK:** Launching yourself skyward turns the mundane snags into larger combos.

## GEORGE BESTIARY

2 With around 80 different species of demonic, or undead, monsters lining up to taste the leather of your whip, you can't accuse *Castlevania* of skimping on the cannon fodder. Filched straight from the pages of an HP Lovecraft novel, these belligerent beasts come in all shapes and sizes and will try to gnaw your face off in an interesting range of fashions. Here are a few of our favourite encounters so far.

**HEAD OR DEAD:** You don't always have to fight, it's possible to outrun these flying skulls.

**BOULDER AND WISER:** You'll have to chip away at this Gollum until all the coloured bars are gone.

inspiration from the Belmont boys – but there are plenty of similarities between the two games. For starters, both heroes are clothed in the garb of a Llewellyn-Bowen-styled medieval dandy and both bounce around a huge gothic sprawl of a castle battling the spawn of Satan with a combination of brute force and magic. They also both enjoy the luxuriant detailing that only those pre-rendered background and a fixed camera system afford you.

After an opening cutscene of epic proportions, during which you're given your whip and a few hints by a gnarly old alchemist and pointed in the right direction, it's straight into the action. Before you can get at the head honcho you'll have to defeat his five beefiest bouncers. Each boss guards one section of the castle, but before you can get at them you'll have to work through the specific area, scrapping with the damned and disgusting and searching out the usual medley of keys and levers to progress. Oh, and just to keep the brain ticking over, you'll have to solve the odd puzzle too.

At first the combat has a familiarly simple, almost *Rygar* like air. Heavy and light whip attacks sate the numerous wandering souls, but as progress is made into this house of darkness a nicely balanced upgrade system reveals additional weaponry such as cruifixes that justify the exploration and become vital to your strategy. Further bolstering these enhancements are a selection of orbs that can be combined with your existing blades to create a selection of all-powerful, room clearing moves. But, like all of the secondary weaponry in *Castlevania*, there is a price to pay in energy expended.

**GLOOM, GLOOM, GLOOM:** The lighting is spectacular but the camera can get slightly ahead of you when the leaping starts.

**FOUNTAIN OF YOUTH:** Hearts are collected by shattering parts of the scenery but are used up with magic and hits.

It's also a sizeable game. Ten or more solid hours of gothic carnage should be enough to see the end for the first time. But a plethora of promised suspect characters and even more suspect devices should ensure that there is yet more to see. Each section is generously proportioned with a twisting and turning labyrinth of corridors and rooms and frequent map referencing is required to check you're not going over old ground.

Hmm, we think we're going over old ground. Something of a theme here, wethinks. **PSM2**

*Castlevania will see the light of day early next year and we'll have the review very shortly.*

**"THE CASTLE IS GENEROUSLY PROPORTIONED WITH A TWISTING LABYRINTH OF CORRIDORS AND ROOMS"**

# CASTLEVANIA: LAMENT OF INNOCENCE

"GHOST-FACED VAMPIRE KILLAH"

## BETTER THE DEVIL?

**3** Although by no means a terrible game, *Devil May Cry 2* was one of the bigger disappointments of last year. So, can Leon Belmont steal Dante's crown with a more agreeable dose of demon baiting gothic fantasy horror? We put the pale pair head to head to see who has the best moves and the iciest death dealing style. Hold on to your crucifix.

### STYLE

**DEVILS DICED:** In his trench coat and cuban heels, Dante dances like the devil, but his cool is marred by a surfer persona.

**WHERE IS THE GLOVE:** He might look girly, but Leon flips, whips and flies as well as any buffed up vampire slayer.

### WEAPONS

**EBONY AND IVORY:** Killing together in perfect harmony. A classic combination - blades and bullets, together at last.

**SLAP, CRACK & POP:** Leon likes to give his foes a lick of the leather or forces them to smell his magic glove.

### COMBAT

**VERT AND EARNER:** Each moment of acrobatic abuse adds to your rewards for every enemy propelled skyward.

**KINGS OF LEON:** Belmont is a fearsome fighter, but his combo of cracking whip attacks aren't as spectacularly aerial.

### MONSTERS

**DEAD TO FLIGHTS:** Culled from a limited biblical bestiary, includes the barely terrifying haunted helicopter.

**ANIMAL HOUSE:** Skeletal and often satanic, the embalmed enemy are a chaotic horde of cannon fodder.

### VISUALS

**TOWN OF MALICE:** Richly gothic locations are defiled by the undead showing off their scale and scariness.

**EYE TOYS:** Castlevania spits out enough fluid insanity to pop out your eyeballs and return them to you buffed and happy.

### VERDICT

Both titles return to the primal, primitive essence of gaming with a casual attitude to physics and a bounty of carnage and colour, but there has to be a winner. So shuffle forward from the gloom, the ghost-faced vampire killah Leon Belmont! You're the new Dante!

## GAUNTLET IT BE

**4** Belmont picks up several Relics on his quest and these are used for your magic attacks. First, though, you need to acquire Magic Points (MP) and this is done using your magical defensive gauntlet. Certain enemies will launch their own magical attacks but if you defend with the Gauntlet then you'll harness their magic and can send it right back at them through your chosen Relic. What's wrong with a simple wand, eh?

**GLOVE STORE-Y:** When the burly fella attacks, put up your defensive gauntlet and use it to filch the MP he expends

**WHIRL POWER:** In his defensive pose, the hero calls on the power of the selected Relic

## HANDS-ON VERDICT

**5** After swearing profusely at the inordinately long opening FMV and complaining bitterly the less-responsive aspects of the complex control system, we're starting to really dig this. There's a superb array of foul fiends crossing your path and plenty of entertaining ways in which to deal with them. Whether it's working out with the whip, or tossing melee weapons around like confetti, the combat rocks. We're particularly enamoured with the 360° whip system that allows you to strike multiple enemies with a single combo. But this is by no means a simple hack and slasher. The levels are vast multi-pathed affairs and you really need to pay attention to where you have and haven't been or wind up lost like a little kitten. On the down side, the castle is littered with invisible barriers and other elements that are slightly ridiculous. But, for the most part, *Lament Of Innocence* is shaping nicely.

You'll love it because ..

You were bitten by the *Castlevania* bug years ago.

You'll hate it because...

You're still haunted by memories of tricky old school 2D platformers

**DVD ACTION**

There was a juicy chunk of *Castlevania* flesh on last month's disc. Creatures of the night rejoice!

ORIGINALITY ★★
HANDLING ★★★★
PRESENTATION ★★★

Castlevania

**INFO**

- **DEVELOPER** IGT
- **PUBLISHER** Konami
- **GAME TYPE** Action adventure

**ANTICIPATED FEATURES**

- Five vast areas to conquer – Cathedral, Alchemist Laboratory, Garden, Theatre and Dungeon.
- 80 species of demonic enemy to fight.
- The whip is joined by five sub weapons: Holy Water, Dagger, Cross, Axe and Crystal.
- Learn new moves and combos as you fight further into the castle.

**WHERE IT'S AT...**

- Some character actions need smoothing, but what we've seen is looking complete.

# COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK JANUARY 16TH

# MAFIA

Yo G! Everybody wants to be a gangster. Oh, you mean with the slick hair and the crap cars. Right...

**IT'S A precarious life, being a Cosa Nostra. One minute you're cracking skulls with baseball bats, the next you're embroiled in drive-by shootings and nicking dodgy booze shipments. Morally corrupt as this lifestyle is, it's governed by a code of honour, in which loyalty to your 'family' is paramount. You do not, under any circumstances, break the *Omerta*, the code of silence. To do so means certain death, but it's exactly what our hero Tommy does in *Mafia*.**

Take 2's game tells the story of Tommy's career as a hoodlum, through flashbacks as he recalls the tale to a cop. Tommy's story begins in the infamous prohibition era of the 1930s. By helping a couple of mobsters get out of a tight spot, he's quickly indoctrinated into the family and embarks on a murderous career built on fear and intimidation. Part third-person action adventure, part driving game, the action's set in fictional city Lost Heaven, and focuses on a vicious turf war between the Salieri family (your lot) and the Morellos. The two clans fight for control of Lost Heaven's whore houses, protection rackets and illegal drinking dens.

Right from the beginning there's a strong narrative and unusually good voice acting, which draw you right into this seedy criminal underworld. The developer has obviously put a lot of effort into making the game environment feel genuine – the atmosphere is spot on, from the crackly gramophone music to the décor and old-fashioned cars. The missions are also just the kind of thing you'd imagine these wise guys getting up to. Assassinating politicians, beating people up, intimidating prostitutes – we'd done it all within a few hours of playing *Mafia*.

This is all very Mean Streets, but at the moment we're not totally convinced. One of our main gripes is in the lack of a lock-on function in the shooting sections; fine when using a pixel-perfect PC mouse, but infuriatingly inaccurate when blundering through with PS2's analog sticks. Another issue is with the driving sections we've seen so far. Authenticity's all fine and dandy, but when you're talking about driving cars that are slower than Sinclair C5's and steer like sheds, where's the fun in that? Hmmm. Check back soon for the full PSM2 verdict. **PSM2**

*Mafia's whacking its way onto shops shelves on January 16th.*

PSM2 FIRST PLAY

**SALAMI ON THE BRAKES:** Or not, as the case may be. These motors sure pack a punch.

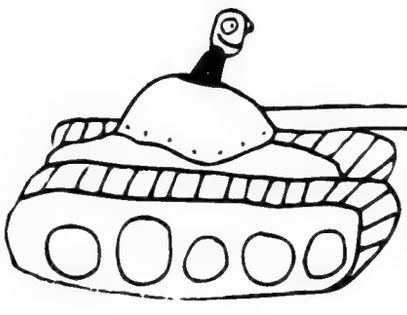
**"YOU DO NOT BREAK THE CODE OF SILENCE. TO DO SO MEANS DEATH"**

## BADDA BADDA BING!

1 Knuckle Duster. Check. Baseball Bat. Check. Tommy Gun. You betcha. Yep, you'll need to get tooled up to your spaghetti-stuffed chops before heading off on some of the 'jobs' Don Salieri gives you. Go and see Vincenzo in the Salieri's armoury to pick the kit you need for the current task. There's a sizeable selection of 'authentic' period weaponry to discover as you wade through your enemies – though don't go expecting the pulse rifle with the laser sights or the Uzi 9mm. He's got just enough for you to teach those Morello punks a lesson.

**SHOT A LOT OF FUN:** Be a badass with a boom stick, but don't get any bloodstains on your suit.

**GET A PIZZA THE ACTION:** Visit Vincenzo for all your enforcing needs, and he'll sort you out.

blow your mates

PlayStation.2

Wherever your mates are, you can now stuff them via broadband with a range of games that includes Hardware, Twisted Metal Black,

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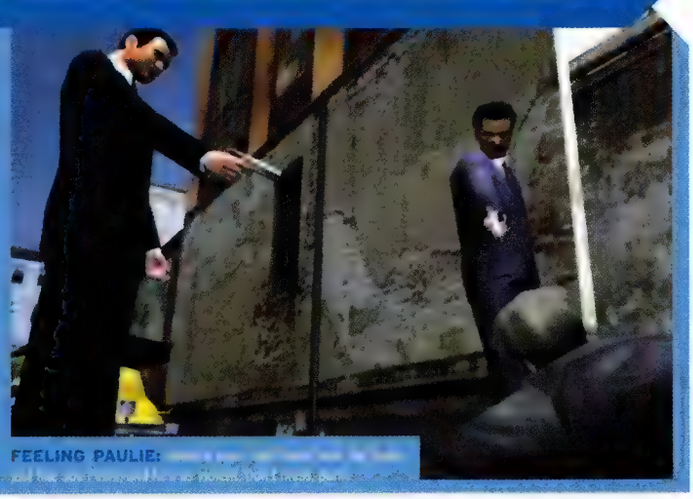
## FAMILY SPLATTERS

2

BEAT THE FOLKS:

DING DON:

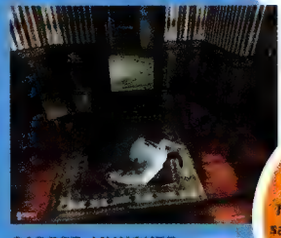


FEELING PAULIE:

## MOB A JOB

3

GETTING SMASHED:



CARPET MUNCHER:

HEAVY HANDED:

## HANDS-ON VERDICT

MAFIA

4

While the auto-aiming function can easily be fixed to help smooth out the transition from PC to console, the driving sections are causing us more concern. PC players might demand 'realistic' handling but we'd rather have cars that are fun to drive, rather than slow, heavy and unresponsive. Thanks all the same. Still, the atmosphere, action and the gripping storyline are enough to carry the rest of the game, providing there's enough variety in the missions later in the game. *Mafia* was a massive hit on PC, and was released to almost universal acclaim from the press, so we're hoping that everything will come together in the final months before its PS2 release. Then we'll see if this gangster game is really bada-bing or just ming-a-ling.

**DVD ACTION**
This month's cover disc has a sample of 1930s gangster life as you can expect to find it in Take 2's *Mafia*.

**You'll love it because...**
You secretly fantasise about being a Mafioso in the 'golden age' of mobstering.

**You'll hate it because...**
You don't like violence or shonky old motors.

ORIGINALITY ★★★
HANDLING ★★
PRESENTATION ★★★

**INFO**
- DEVELOPER
- PUBLISHER
- GAME TYPE

**ANTICIPATED FEATURES**
- ...
- ...
- ...
- ...
- ...

**WHERE IT'S AT...**
- ...

u p f r o m a d i s t a n c e

and Socom U.S. Navy SEALS. So get yourself a broadband connection, a PlayStation Network Adaptor and tell your mates to watch their backs.

fun, anyone?
PlayStation.2

**STICKY BUTCHER:** Cast your Rubber Soul at an skelly bloke and you can trap him.

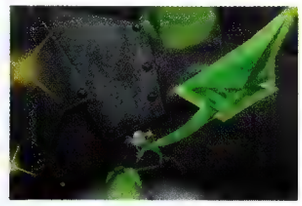
EXPECTED UK CHRISTMAS 2004

# THE NIGHTMARE BEFORE CHRISTMAS

Can a decade-old cult claymation movie about a bag of bones make the jump to PS2?

## SKELLY VISION

1 **The main star of the game is Jack Skellington. He's the anti-hero of the movie – by turns both funny and actually scary. Special care has been taken to get his movements and distinctive scuttle just right. Shame he doesn't actually look like plasticine any more.**



**RUBBER LARD:** Once captured Jack can whip enemies and objects around. Ingenious.

**BONE LOC:** The skeletal army are movie bad guy Oogie Boogie's henchmen.

**BET YOU'RE** celebrating right now aren't you. Right? No, not Christmas. The tenth anniversary of the release of Tim Burton's *The Nightmare Before Christmas* of course! Yes! Already! What better time to make a game of it. Well, apart from when the movie came out first time around, obviously... And the game isn't ready for another year, y'say? That'll co-incide brilliantly with the eleventh anniversary then... Not really working out so far, is it?

You play Jack fighting a legion of the undead who attack Halloween Town in a story based after the movie's end. With so many fans in the US and Japan it's hoped that many will see the game as the rightful follow-up to a movie that ought to have had a sequel.

To up the action Jack is armed with a new Rubber Soul weapon, which, in these early stages at least, looks like a splat of ectoplasmic snot stuck to his hand. He can twirl it around like a whip or stick it to things and pick them up before hurling them around.

Knowledge (and a love) of the movie helps of course, but if they can get some of that classic Capcom *Devil May Cry*-style goth action in there then they're onto a winner for everyone. Hope so. **PSM2**

*TNBC is out Halloween 2004.*

**DVD ACTION**
Footage is currently top secret thanks to that super-tight Disney contract. We'll have some as soon as the ink's dry.

## "JACK IS ARMED WITH A NEW RUBBER SOUL WEAPON WHICH LOOKS LIKE A SPLAT OF SNOT"

PSM2 FIRST PLAY

No. Look. *TNBC* is already a much revered classic. In a break from his Batmans (Batmen?) Tim Burton lent his name to this spooky stop-motion animated tale of Jack Skellington's attempts to pep up Halloween Town. It's the Jungle Book for goths!

And now, perhaps eager to nab some of the Disney dollars that Square so successfully bagged with *Kingdom Hearts*, major rivals Capcom have secured the movie and it's

## HANDS-ON VERDICT

2 **We were fully expecting to play *Nightmare* when we were invited to a presentation in the crypt of St Paul's Cathedral in London (no, really) but the fact that the game is still a year away meant that playable code is still heavily guarded. Probably by Oogie Boogie himself. Representatives from Disney and Capcom were in attendance to say how much they loved each other, as was a five minute video of the game. The surroundings and characters are identical to the movie, but the overall sheen was rather more 'videogame' than the slightly tatty, jerky look of the movie. Perhaps they figured that we'd view that as inadequacies in their programming rather than adhesion to the film's grungy magic. That said it's looking good – if yet another 'scary Capcom action adventure'.**

**You'll love it because...**
You've been praying for a sequel to your favourite move ever.

**You'll hate it because...**
You've never heard of the film and think that Capcom do too many skeleton-whipping action adventures.

ORIGINALITY ★★★
HANDLING ★★★
PRESENTATION ★★★★

TIM BURTON'S THE NIGHTMARE BEFORE CHRISTMAS

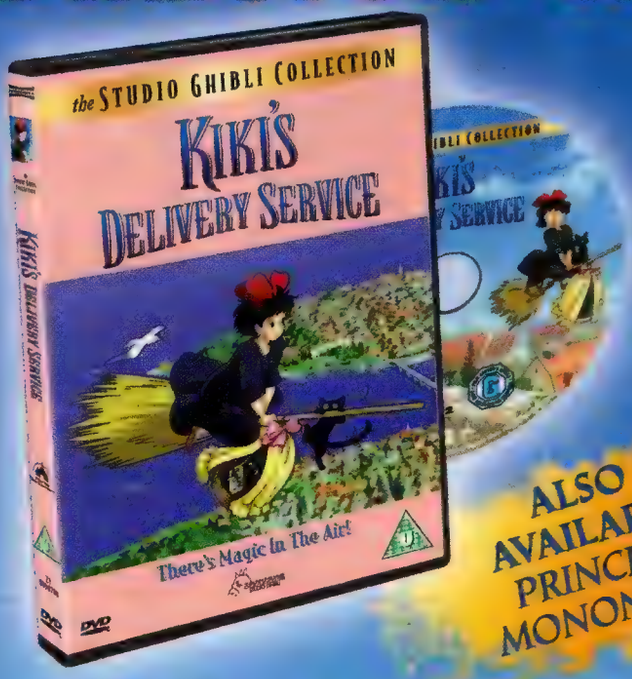
**INFO**
**DEVELOPER**
**PUBLISHER**
Capcom
**GAME TYPE**

**ANTICIPATED FEATURES**
- Designed by
- feature any
- quiet on his

**WHERE IT'S AT...**
It's little more than a great graphics demo

# *the* STUDIO GHIBLI COLLECTION

## FROM THE OSCAR® WINNING DIRECTOR - HAYAO MIYAZAKI



ALSO AVAILABLE PRINCESS MONONOKE

## FOR THE FIRST TIME EVER IN THE UK AVAILABLE ON DVD & VIDEO AT HMV

top dog for music·dvd·games

## 10 NOVEMBER 2003

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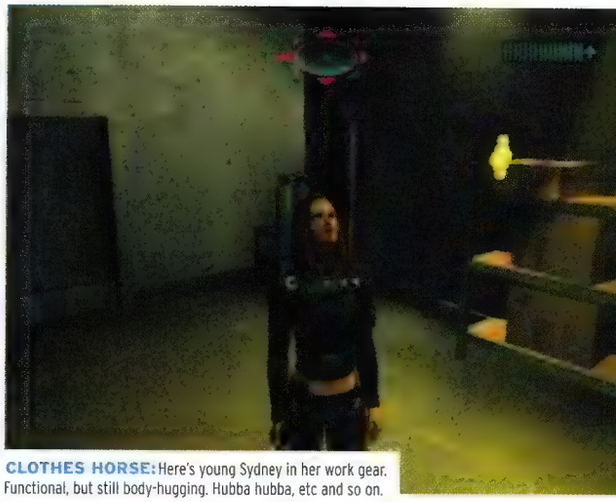
スタジオジブリ作品
STUDIO GHIBLI



CLOTHES HORSE: Here's young Sydney in her work gear. Functional, but still body-hugging. Hubba hubba, etc and so on.

EXPECTED UK DECEMBER

# ALIAS

Don a pink wig and infiltrate the enemies of the US of A. Or alternatively, play the game of the show! Cheers.

## ALL CHANGE

1 Ah, Sydney Bristow. Lovely, lovely Sydney, with her lovely hair and her... Mmm. Cough. Anyway, one of the defining features of Alias the show is that our Syd must don a variety of ridiculous – if jolly sexy – disguises in her capacity as international super spy. Pleasingly, Acclaim have made this a feature of the game and Jen is able to change in and out of outfits at a touch of the D-pad. Shame you don't get to see her norks in between though.

DISH THE SKIRT: But look at this! Could that skirt BE any shorter? Not that we're complaining, mind.

**GOOD OLD** American TV. **Whereas we have to put up with tosh like My Family, The Crouches, Spooks and Strange, the yanks have got The Sopranos, The West Wing, the dearly-departed Buffy and, er, Will and Grace. Cough. OK, nobody's perfect, but the point is this; our Yank cousins have a knack of creating quality shows.**

Alias is one of 'em. It's an astonishingly complicated tale of deception, double-crossing, ancient prophecies and hi-tech spy thrills. It's also gloriously over-the-top and having the delectable Jennifer Garner as lead character Sydney Bristow doesn't hurt either. Mmm. *Mmmmm*.

But how to make a game out of all of this? Acclaim have had a stab, and we sat down and played the ass off it this month. It's no surpise that the game revolves around stealth – hey, it's about spies, right? But what we weren't expecting was something that mimicks the format of the show so closely. That's a *good* thing.

For a start, all the main actors are here, so the plentiful vocals are spot-on (even if the digital representations can be *slightly* off). So you get double agent Jack (Syd's dad), fellow operative Dixon, CIA chap Vaughan and borderline-autistic tech-geek Marshall all chipping in over the course of a mission, doling out advice and adding drama.

The missions are as exotic as you'd expect. The opening level, for instance, sees Syd sneaking into a casino – dressed, naturally, as a waitress in a tiny silver skirt. She slips her quarry some barium, then gets all James Bond like and infiltrates a weapons manufacturing plant in the basement. All in a day's work.

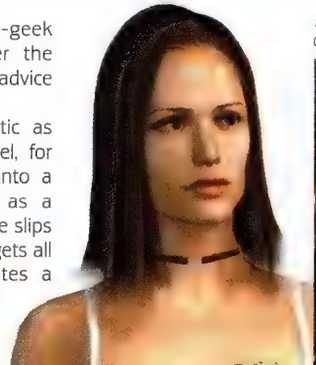
As for how it actually *plays*... it's good, so far. Though, at the moment, the game seems to be a case of somebody piping up with an objective then you playing for five minutes until you've completed it. Hmm.

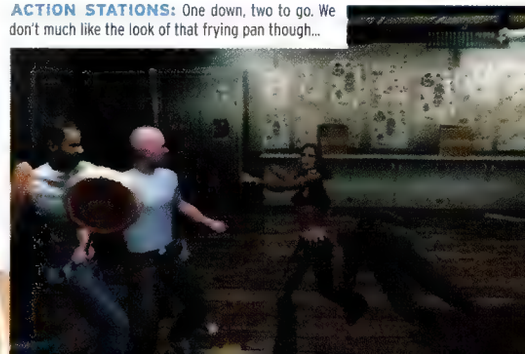
If it wasn't for the admirable attention to detail it might run the risk of getting boring. Thankfully there's little in the way of needless wandering around – perhaps because of those hand-holding vocal interuptions. Also the stealth element is well-implemented and doesn't overwhelm things. Basically, it's up to you to sneak up behind an enemy and snap their neck or wade in with fists flying. We like our stealth subtle. Chuck in a load of gadgets and crunchy fights and *Alias* is more than just another rushed-out licence-milker. **PSM2**

*A few rough edges need sanding before* Alias' *5th December release.*

**"ALL THE MAIN ACTORS ARE HERE SO THE PLENTIFUL VOCALS ARE SPOT ON"**

PSM2 FIRST PLAY

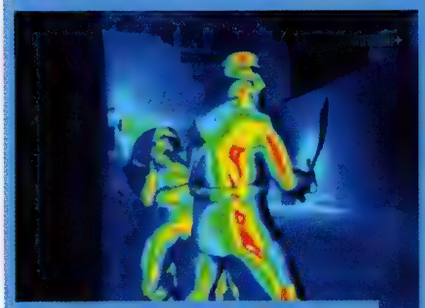




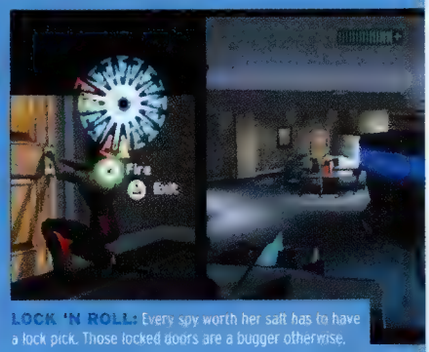
ACTION STATIONS: One down, two to go. We don't much like the look of that frying pan though...

## INSPECT HER GADGET

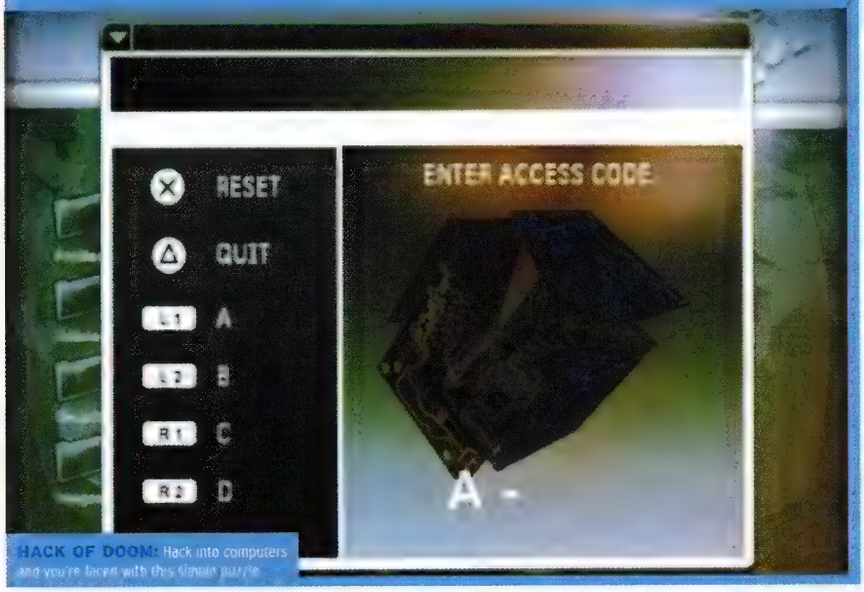
2 Long gone are the days when a spy used to be able get by on their wits or smarmy charm. Sydney has all sorts of hi-tech gadgetry available to her via her very own Q-type character, Marshall J. Flinkman. He might be a square-headed muttering goon but he's got the brain of an Einstein. In a jar on a shelf. Only joking.



**SECOND SIGHT:** Syd has a couple of vision modes she can flip between. Naturally, infra-red is one of them.




**LOCK 'N ROLL:** Every spy worth her salt has to have a lock pick. Those locked doors are a bugger otherwise.




**HACK OF DOOM:** Hack into computers and you're faced with this simple puzzle.

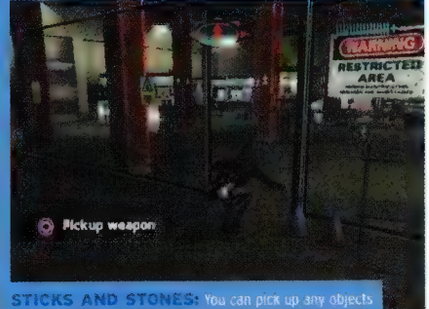
## ALL FIGHT ON THE NIGHT

4 Sometimes stealth will only see you so far. While sneaking up behind someone and snapping their neck is always fun, there'll be moments where you simply can't avoid combat. Thankfully, fighting in *Alias* is a smooth and effective affair. Moving into the orbit of an enemy sees you automatically 'locking on' and adopting a fighting stance. Then you can make use of a tasty variety of offensive moves with which to dispatch any threat to your mission.

**BRAHMS AND FIST:** Hitting the ⊗ button activates weaker but faster attacks - most useful at close quarters.

**THE PAIN IN SPAIN:** Stronger attacks come via the ○ button, but require space to use.

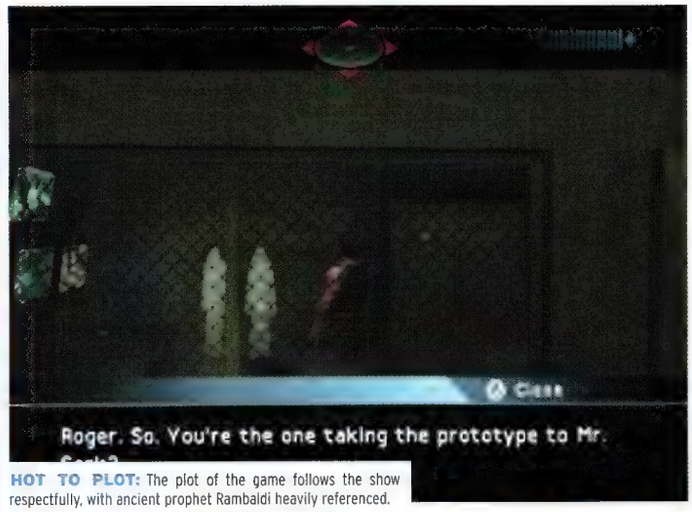
**FLOORED OF THE RINGS:** Once an enemy is on the floor you can deliver some painful looking afters.



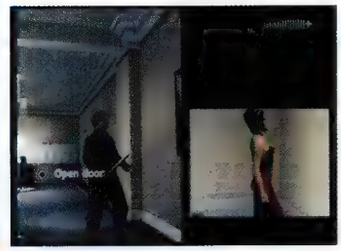

**STICKS AND STONES:** You can pick up any objects that are lying around and use 'em as weapons. Useful.

**FACE MAN:** All the characters from the show are present and correct and interact without Syd.

**FINAL CUT:** The cut scenes are creepily accurate, even if the faces aren't *quite* right.




**HOT TO PLOT:** The plot of the game follows the show respectfully, with ancient prophet Rambaldi heavily referenced.




**EARLY WARNING:** At certain points a split-screen appears, warning you of upcoming danger.

## THE SHOW MUST GO ON

3 Arguably the game isn't really going to appeal to anyone who isn't at least passably familiar with the show, but all the hardcore Alias lovers out there will be over the moon with how closely the game echoes its TV inspiration. One of the nicer touches is a 24-style split-screen device that shows upcoming hazards and suchlike – it's similar in practice to *13*'s comic-style panels. But without the box-headed French blokes and lovely ladies instead.

**DVD ACTION**
Check out what sexy *Alias* star Syd is wearing on this month's cover DVD. Oh, and find out about the game, too. Hop to it.

## HANDS-ON VERDICT

5 We're rather taken with Alias, it has to be said. It's not the most original game in the world, and plainly, if you're not a fan of the show it's going to leave you cold. *And* it's the latest in a long line of espionage-based games, so, thematically-speaking, it's going up against *Splinter Cell* and the rest. But the bottom line is that it's fun, it's polished, it's smooth and it parrots the ludicrous events of the TV show well.

Whether it can offer a bit more variety and challenge in the long run is another matter.

In the time we've played *Alias* we haven't yet come across a moment where we had to use our own brains to figure something out because one of the other characters always chirps in with some advice at just the right moment. Cheers... Here's hoping the final version tweaks it to perfection.

**You'll love it because...**
You love the show – and espionage games.

**You'll hate it because...**
What the hell is Alias anyway?

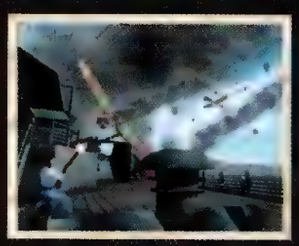
ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★★

### ALIAS

**INFO**
- **DEVELOPER** Acclaim Cheltenham
- **PUBLISHER** Acclaim
- **GAME TYPE** Action Adventure

**ANTICIPATED FEATURES**
- Story written by the writers of the show for maximum 'authenticity'.
- All characters in the game are voiced by the actors from the show.
- Mucho gadgets from lock-picks to camera-intercepting widgets.
- Fluid combat system lets you engage multiple targets.

**WHERE IT'S AT...**
- Needs some polishing – it crashed a few times. But it's looking good for a December release.



XBOX

NINTENDO GAMECUBE

GAME BOY ADVANCE

PlayStation 2

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# ALOHA ALSO MEANS GOODBYE.

## Pearl Harbor. Sunday December 7, 1941.

Welcome to paradise, soldier.
Fight for your life from the bowels of the USS California to the machine gun mount on a PT boat as Battleship Row burns around you. If you survive, embark on an island-hopping string of nightmares, which will continue across the Pacific – from Guadalcanal to the River Kwai and the Philippines.

**You Don't Play, You Volunteer.™**

EA GAMES

Challenge Everything

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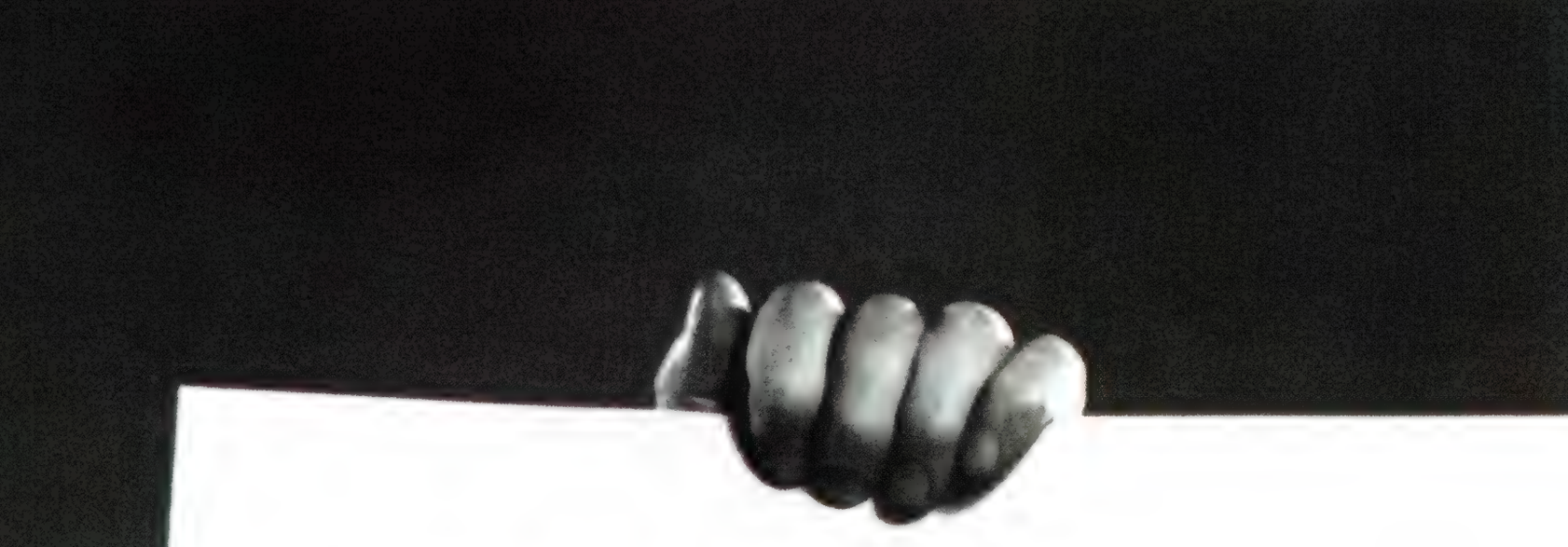


# WISHING YOU A PSM2 CHRISTMAS

Reindeer, Brazil Nuts, shit games... who doesn't love Christmas, eh? PSM2's ultimate buyer's guide sifts the gaming crackers, from the clucking turkeys.

**Ho, Ho, Ho... <splutter>... Christmas, eh? Mistletoe and wine, kids on the fire, logs on the tree. *Hmmm*. Exciting, yes? In fact, here at PSM2, we're so thrilled about Christmas that we've begun celebrating *two whole months in advance*. Sure, you're probably reading this in late November and thinking 'Gadzooks, that's a shade premature', but – pah – *we're having the time of our lives*. Gargling egg nog, wrapping aftershave selection packs, planning trips to the in-laws... *it's the best thing since Jesus invented late night shopping*. Certainly better than Halloween. Or that rubbish fireworks night. Which, at the time of writing, hasn't actually happened yet, but – hey! – we're still plump with festive chee... aaARGH! Who are we kidding? Christmas is utter ~~bollocks~~... fun.**

Ah, sorry. Y'see, although Christmas *is* fairly brilliant, Sir Paul McCartney wouldn't be 'Simply having a wonderful christmas time', if wifey Heather Mills had just bought him a copy of *Space Invaders: Invasion Day* and a Spongtech Funshock 2. For every *PES3* there's a *Soccer Generation*, and shrouded by the festive mist, hapless opportunists and cynical publishers look to 'confuse' cash from our well-intentioned relatives with false promises, diabolical licenced tat and 'high value' third-party peripherals with the integrity of an SDP election manifesto. Heck, who *wouldn't* get confused trying to remember if *Motorsiege* and a second hand copy *Hitman 2* are better value at £29.99 than *Jak II: Renegade* at £39.99?

Well, to steer you through the festive commercial quagmire, we've selected the very finest games that Santa's sack has to offer, plus a host of bargain hardware buys and the best high-street deals on PS2. We're good like that.

So rejoice gentle souls, as we bask in the harmonising glow of the boy who learnt to tear fish into *very* small pieces and raise a warming glass of sweet, sweet sherry. PSM2's essential – OK, *useful* – guide to Chrimbles starts over the page. Praise be! It's surely going to be the merriest Christmas. Now let's vacuum those pine needles before they block the entrance to the games room. <Whack!> Sorry... *Grotto*.

**THE REAL INTRO**

Look. This is everything you should be buying this Christmas. So don't be a 'pudding' (bwah!) flip the pages and win stuff!

# THE TWELVE* GAMES OF CHRISTMAS**

*Just don't count them, OK?

** Look, we know some of them aren't technically 'games', but 'things' sounds crap.

**THE DRIVING FAN**

Dan G's Christmas list:

1) Need for Speed Underground

2) Colin McRae Rally 4

3) WRC3

## 1 PES3

Konami £39.99

**PSM2's Verdict:** 96%

**Moan about the patchy licencing and commentary all you want – and you *should*, it's embarrassing – but Konami's multiplayer gem is the only game that *never* gets stale. Ever. It's got divine controls, magnetic compulsion and a literally infinite number of possible outcomes. Somehow, *somehow*, they've managed to make rolling your fingers over a 20cm lump of plastic feel *exactly* like real football, but with a season's worth of emotions – misery, injustice, pride, anger, elation – in every single game. If you have friends, you *must* own this game. In fact, if *PES3* could talk, it could paraphrase Jay-Z's outrageous claim to be "so far ahead of my time, I'm about to start another life" and *still* sound modest. Sheer genius.**

## 4 JAK II

Sony £39.99

**PSM2's Verdict:** 93%

Like a Russian Doll, *Jak II*'s charms aren't immediately obvious. Sure, it looks splendid, but it's only when you master the nuances – like leaping between speeding vehicles or using the hoverboard to reach secret areas – that its true majesty is revealed. A rich, intoxicating adventure for all gamers, only slighted by a marginally disjointed mission structure and sense of deja vu for platform veterans.

## 5 TONY HAWK'S UNDERGROUND

Activision £39.99

**PSM2's Verdict:** 92%

Just when you think you've seen the last flip, scrape or act of customisable micro-fiddlery, Neversoft go and find a way to put your actual face in the actual game. Preposterous. But practical and brilliant. The story might be about as edgy as a butter knife, but the objectives are varied, entertaining and perfectly pitched. The reflex-sizzling gameplay remains, but it's now wrapped in a big warm cuddly exterior to entertain gamers of all talents. Online play and endless customisation options seal a nigh-on essential purchase.

## 2 SSX3

EA £39.99

**PSM2's Verdict:** 94%

Beautiful, exhilarating and insanely deep – with as much to savour for cack-handed novices buzzing from the sheer visceral vibrancy of play, as hardcore veterans contorting their digits and neurons blasting Monster Tricks as part of 67-string combos. In parts: a race game, a free-roaming adventure, an RPG, a reflex-tingling score-challenge with the underlying purity of Space Invaders – and *all* brilliant.

**THE SPORTS FAN**

Dan D's Christmas list:

1) PES3

2) SSX3

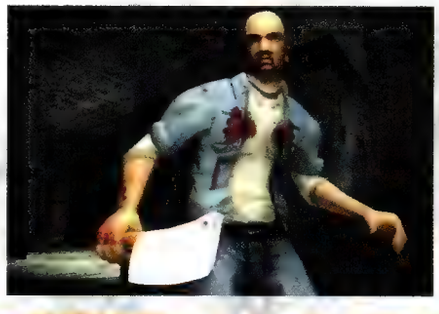
3) Tiger Woods PGA Golf 2004

## 3 MANHUNT

Rockstar £39.99

**PSM2's Verdict:** 91%

Unarguably the riskiest game of the year, towering bloodied and proud over a pack of sequels and safety-first licenced product. No, it isn't for kids and the mechanics aren't revelationary, but it's the first title to slash the childish perception of videogaming by embracing savage nihilism and *genuine* horror. Through its shock content, *Manhunt* forces people to view videogames as a mature creative medium on par with films – and they merit the attention of *adult* gamers.



**THE BEAT-EM-UP FAN**

Joel's Christmas list:

1) Soul Calibur 2

2) Manhunt

3) Smackdown! Here Comes The Pain

# LAST MINUTE BUYER'S GUIDE

OK, so you've probably already got a PS2, but for those about to join the (mostly) wonderful world of videogames, there's a host of bargains to be picked up on the high-street, plump with top notch games and peripherals. PSM2 scoured the streets for the best deals. Then gave up and looked in the shops. Once again, that joke was funnier in theory.

| COMPANY | AMAZON | | COMET (www.comet.co.uk) | | DIXONS |
|---|---|---|---|---|---|
| PACKAGE | Standalone Packs | | PS2 Adrenaline Junkie Packs | | Action Package |
| HARDWARE | PS2, DualShock 2 | Silver PS2, 2 DualShocks | PS2 | PS2, DualShock 2, 8Mb memory card | PS2, DualShock 2, Joytech Pad |
| GAMES | None | None | BMX XXX<br>Blade II DVD<br>Splinter Cell<br>F1 2002<br>Batman Vengeance<br>PS2 game carry case | BMX XXX<br>Blade II DVD<br>Splinter Cell<br>F1 2002<br>Batman Vengeance<br>Downforce<br>Headhunter<br>4gamers pack | FIFA 2003<br>The Getaway<br>Splinter Cell |
| PRICE | £124.99 | £134.99 | £169.95 | £219.95 | £228.00 |
| SAVING | £15 | £15 | £106.52 | £138.37 | £46.99 |

# HOW TO GET THE BEST...

## DANCE MATS

**SPEND IT!**

**Metal dance platform**
(Logic 3, £129.99)

**Why?**
Regular fold-away dance mats look tatty and break easily, but Logic 3's admantium monster is tough like diamonds and equally attractive. Tip: shop around – possibly on the web – for the best price.

**SAVE IT!**

**Dance: UK mat**
(4Gamers, £19.99)

**Why?**
Cheap, cheerful and *good*. Insta-jiggling Xmas day fun for the nu-generation, compatible with Dance: UK headset for parent-riling karaoke fun.

## LIGHT GUNS

**SPEND IT!**

**G-Con 2**
(Sony, £19.99)

**Why?**
Robust, accurate and won't make you look like a spudger. Result.

**SAVE IT!**

**Sharp Shooter 2**
(Joytech, £19.99)

**Why?**
A close second, with a fancy laser scope thing that puts a little dot where you're shooting. We like.

## CONFUSING TAT

**SPEND IT!**

**Reebok Cyber Rider**
(Reebok, £297.99)

**Why?**
A top quality exercise bike made PS2-friendly. Pedalling like billio replicates the effect of an accelerator pedal. Just think of all those calories you'd murder in *Burnout 2*. On second thoughts...

**SAVE IT!**

**U-Beat 3D Vibrowoofer**
(tiggypigg.com £84.99)

**Why?**
It's a big U-shaped metal collar that – get this – shouts at you from behind while vibrating like the 237th floor of the Towering Inferno. It's insanely decadent and trashy. WE LOVE IT!

## REMOTE CONTROL

**SPEND IT!**

**Official DVD Remote**
(Sony, £19.99)

**Why?**
It works brilliantly, gives you extra fast and slow playback modes and looks stylish. The knees of bees.

**SAVE IT!**

**DVD Remote**
(Joytech, £9.99)

**Why?**
It works and looks crumbly. But it's a tenner cheaper.

## OTHER STUFF

**PS2 keyboard** (Fanatec, £49.99)
**PS2 arcade stick** (4Gamers, £19.99)
**PS2 monitor** (Joytech, £100)
**Silver PS2** (£149.99)

## CABLES

**SPEND IT!**

**Joytech Cable Pack**
(£14.99)

**Why?**
A trio of essential cables, including a gold plated AV cable, Digital Optical and an S-Video Cable. As good as much more costly models.

**SAVE IT!**

**Official Sony PS2 AV Cable**
(£9.99)

**Why?**
Not everyone has SCART sockets and S-Video connections, so this'll let you play PS2 on your crumbly old 12" portable. Bonus.

## STEERING WHEELS

**SPEND IT!**

**Logitech Driving Force Steering Wheel**
(£49.99)

**Why?**
Bomb-proof build quality, analogue response and force feedback. The official wheel of *GT3*, soon to be superseded by the *GT4* wheel.

**SAVE IT!**

**Turbo Racer 2**
(4Gamers, £29.99)

**Why?**
Surprisingly solid with respectable response, and twenty British quids cheaper. Which is nice if you're shopping on a shoestring.

**THE ADVENTURE FAN**
Nick's Christmas list:
1) Jak II
2) Prince of Persia
3) Ratchet and Clank 2

## ATTENTION CHEATS!

### AR2 vs EXPLODER

**Xploder cheat disc**
(from Blaze, £19.99)
**Action Replay Max**
(Datel, £29.99)

**What the devil are they?**
Cheat 'systems' that let you use codes – like infinite lives – on a wide range of PS2 games, from *4x4 Evo* to *Enter the Matrix*. They come in two forms: 1) Stand-alone disks that you load like a normal game, and 2) A disc and USB cable combo that allows your PS2 to 'talk' to your PC and get new game saves from the internet which you can download onto your memory card. Both systems act as multi-region DVD players so you can watch imported US movies.

**What's the difference between them?**
The Action Replay Max comes with two disks and a memory card thingy which bypasses the PS2's inbuilt security software. Basically, you plug it in like a normal memory card, load the disk and select the cheat you want from the menu. On the other hand the Xploder cheat disc has no memory card dongle, but includes a USB cable which lets you download game saves from the internet via your PC, or store your existing saves on your hard drive. Otherwise, it's largely the same – just pop in the disk and select the cheat you want.

**Why buy one over another?**
The Xploder disc features more recent game saves, like *Tomb Raider: AOD* and *Splinter Cell*, plus you can download new cheats from the web as they become available. On the other hand, Action Replay Max is slightly easier to use and – if you buy a separate Xport cable (£17.99) – you can also download cheats off the web. The Action Replay is longer established, so you've got a better chance of getting new codes for games like *PES3*. In fact, there's an AR2 download that gives you all the accurate player names and kits right now...

**Verdict?**
They're essentially the same, but the Xploder is a better bet for beginners since its easier to use out of the box, and lets you play import games at 60Hz. On the other hand, Action Replay Max is better for tech-heads who'd be willing to trawl the internet for codes – in truth, it isn't *that* difficult – and seems to be updated more frequently, with more powerful cheats. If you haven't got a PC, go for the Xploder, otherwise AR2.

| TOYS'R'US (www.toysrus.co.uk) | | | EB/GAME | | | PC WORLD |
|---|---|---|---|---|---|---|
| PS2 Value Pack | Ultimate Starter Driving Pack | PS2 Eye Toy Pack | Action Package | | | Gamers Package |
| PS2, DualShock 2 | PS2, DualShock 2, Ferrari Wheel | PS2, DualShock 2, Eye Toy Play | PS2 Silver Console 2 DualShock 2s | PS2 Silver Console 2 DualShock 2s | PS2, Memory Card - 8MB, 2 DualShock 2s, Eye Toy, PS2 stand | PS2, DualShock 2 |
| Sum of All Fears<br>Spyro the Dragonfly<br>Music Maker<br>F1 2003 | Colin McRae 4<br>F1 2003 | Harry Potter<br>Spyro<br>Whirl Tour<br>F1 2003 | Burnout 2 or<br>MOH: Frontline or<br>The Getaway or<br>FFX-2 or<br>SSX Tricky | Vice City or<br>The Getaway | Medal Of Honor: Frontline or<br>The Getaway<br>BEST BUY! | The Getaway<br>F1 2003 |
| £149.89 | £159.98 | £179.89 | £149.99 | £169.99 | £189.99 | £139.99 |
| £100 | £100 | £140 | £20<br>OR same but with black PS2 for 139.99 | £20<br>OR same but with Burnout 2 or Soul Calibur 2 £179.99 | £95 | £40 |

UBISOFT™

# WIN! A FESTIVE MOTHERLOAD OF GOODIES!

## A hamper of top games and a TV the size of Lapland – could you think of a better pressie this Christmas? Thanks to Ubisoft you can win the lot here.

**To celebrate the season of food, presents and re-runs of The Snowman, we've teamed up with our festive chums at Ubisoft to bring you quite possibly the most exciting present of all. No, not the soul-nourishing warmth of festive family union, but a 32" widescreen TV, guaranteed to make Christmas Day Top Of The Pops loud like earthquakes, plus copies of Ubisoft's chart-busting new games *13*, *Prince of Persia*, *Beyong Good & Evil* and *Crouching Tiger, Hidden Dragon*, plus Ubisoft goodie bags. Try fitting that in your sack, eh, Santa?**

Normally, we'd have to *pretend* that all these games were brilliant, to avoid upsetting a benevolent publisher buttering our mitts with cash, but, frankly, we don't need to bother because all these games are brilliant in their own right. *Prince of Persia* scored 87% in this very issue, with *13* and *BG&E* bagging 87% and 82% respectively in PSM2#42. Imagine our relief, eh? Particularly since we almost ran the competition in conjunction with *Frogger Beyond*. Er, anyway...

The winner gets a TV, a copy of every game and a Ubisoft goodie bag, with four runners up getting copies of the games. We'll also be chucking in a load of PSM2 goodies – including game posters, joypads, signed merchandise and the like – so everyone shares in the love. So, the question then:

**When was the original *Prince of Persia* game released?**

a) 1995
b) 1889
c) 1989

**Answers on a postcard to:** 'Yule Never Walk Again (if you have to carry that TV)', PSM2 Magazine, 30 Monmouth Street, Bath, BA1 2BW. Closing date: 20th December, 2003.
As ever, no correspondence will be entered into and please don't send in multiple entries or they'll be used to line Rudolph's 'special' tray.

# GRANNY, STEP AWAY FROM THE TURKEY!

A kindly smile, a nervous glance, a wrinkly arm extending to a shiny packshot... "STOP! GRANNY... NO!". Phew. Another child saved from rubbish games mistakenly purchased by well-intentioned OAPs. As much as you love your Gran, you'd sooner poke her in the eye with a shark than play *Pryzm: The Dark Unicorn*. To save you, or a loved one, the misery of being tricked into a duff purchase, we've exposed the tricks *they* use to convince you that crap games are – hey! – brilliant.

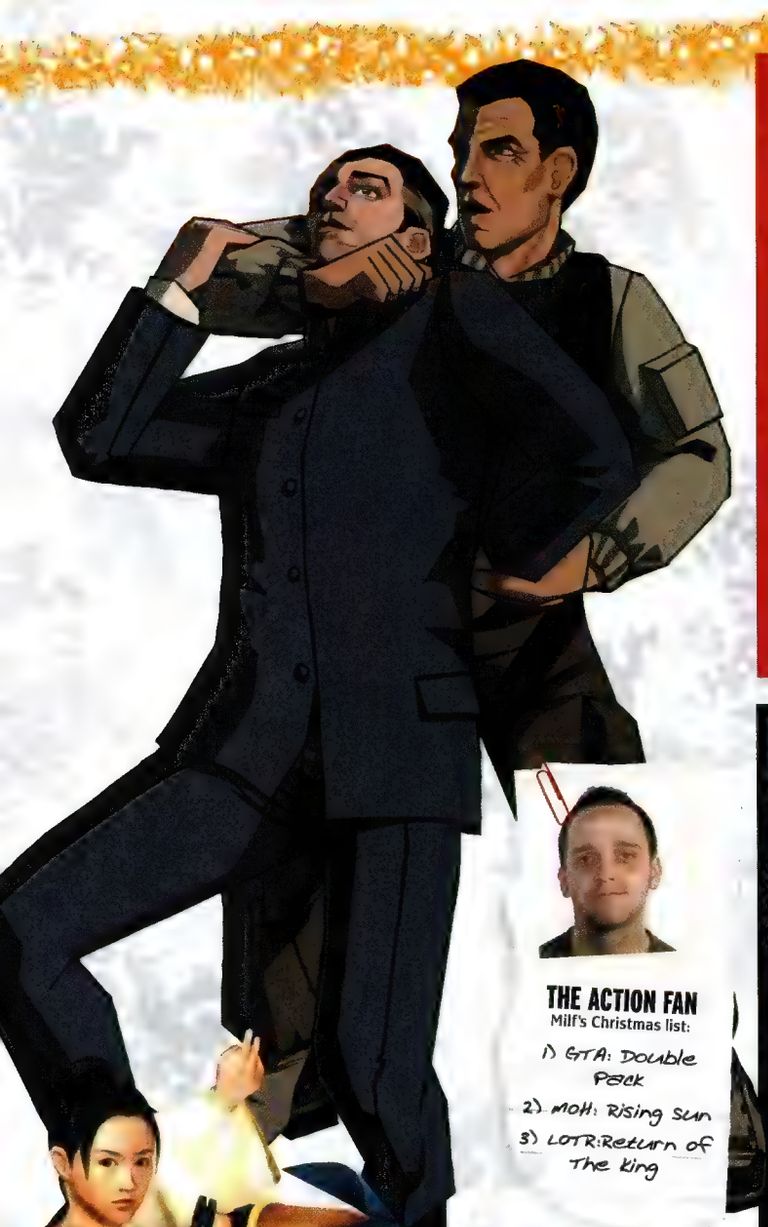
**DAZZLE!** Look at how big the logo is. No, really, *look at how big the logo is.* It's the only game Granny can actually *see.*

**CARTOONS!** Cartoons? Aw, bless. Cartoons. That's nice. Everbody likes cartoons. I like cartoons. Money, please.

**SMILING!** Look! It's that miserable man off the telly. But - what's this? - he's smiling. *Shit me! it must be brilliant...*

**EXTRAS!** Eh? What? DANCE MAT MODE! Hmm... can I risk buying a game without dance mat mode? No.

©The Hutton Archive





**THE ACTION FAN**
Milf's Christmas list:

1) GTA: Double Pack
2) MOH: Rising Sun
3) LOTR:Return of The King

**THE FAMILY MAN**
Ade's Christmas list:

1) Eyetoy: Play
2) Harry Potter: Quidditch Cup
3) Dancing Stage Fever

# PSM2'S OFFICIAL XMAS TOP 10 PREDICTIONS

Only a fool would dare to predict the Christmas number one, what with the distortional effects of slipped release dates, retail stocking policies and suggestible relatives with cash to burn, but – hey – that's never stopped us before, so here's PSM2's definitive prediction for Christmas number one. Honestly, you could put a million quid on it. Remember, we're the only mag that *never* get things wrong. Provided you, erm... replace the word 'never' with rarely. Or, 'wrong' with 'right'. Look! It's Balthazaar holding a skateboard. <Yoink!>

## 1 HARRY POTTER: QUIDDITCH CUP 2/1

Ten children on broomsticks, chasing three balls and a golden snitch in a sport so complicated it could have only have been invented by a woman. Yes, that'll be the Xmas number one. No Potter film this year, see, and mum/gran/dad/brother will have to buy little John/Jennie *something* associated with the posho speccy wizard. Oh, and the game's pretty good. Damn you EA. It's almost *too* easy.

## 2 MANHUNT 5/2

The bravest, sickest and most-important game of the year, but it may just alienate concerned parents and fail to emulate *GTA: Vice City*'s unprecedented success. That said, *Manhunt* will be the ultimate word-of-mouth, must-play game among adults or teenagers *slightly* too young to buy it for themselves, and could run young Potter mighty close. Or just chuff him with a placcy bag.

## 3 LOTR: THE RETURN OF THE KING 3/1

The film will be huge. The game looks brilliant. This could easily sneak – if not, steamroller – its way to the top. Damn you EA. It's almost *too*... oh, wait.

## 4 GTA DOUBLE PACK 4/1

The dark horse. If Sony sell 40-60,000 new PS2s a week in the run up to Christmas, what'll game(s) will everyone be reaching for? At £40 for two of the best games ever – compiled in a *beautiful* folding collectors case – it's hard to argue.

## 5 FIFA 2004 4/1

It's *FIFA*. It's online. It has more licences than the DVLA. And it's also damn good. Oh, EA...

**6 MOH: RISING SUN** 5/1
**7 WWE SMACKDOWN! HCTP** 6/1
**8 HARRY POTTER: THE PHILOSOPHER'S STONE** 8/1
**9 TRUE CRIME: STREETS OF LA** 10/1
**10 THUG** 20/1

## BUBBLING UNDER:

SSX3 • Jak II • R&C 2 • Ghosthunter • 13 • Prince of Persia • BG&E • Need For Speed: Underground • Worms 3D • The Simpsons Hit and Run • Club Football • WRC3

# PRINCE OF PERSIA

## THE SANDS OF TIME™

## What happens next?

- ☐ Have your head chopped off
- ☐ Hacked to death by guards
- ☐ Control time and live to fight another day*

*Control time. It's the ultimate power. But use it wisely. Rewind time to escape death. Freeze time and your enemies during combat. Look ahead of time to plan future moves. We'd all take more risks if we could control time.

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"If you only buy one game this year, make it
Prince of Persia The Sands of Time"
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PC CD-ROM
GAME BOY ADVANCE
www.prince-of-persia.com
UBISOFT

## "'TIS THE SEASON TO BE NAUGHTY - BUT WHY ARE WE SO ADDICTED TO NASTINESS?"

DAN G

**Shameful but true – most of our favourite games at the moment have a certain 'adult' quality. Take *True Crime* – it's GTA: Cop in all but name, and the fact that you're carrying a badge doesn't disguise the fact that you still beat up the occasional lady of the night. *Smackdown's* drawing in the non-grapple fans this year, purely because you can bust wrestlers open like melons and look at Trish Status's virtual grundies. Christ, even the granny-pleasing loveliness of *Dog's Life* masks a game dynamic that lets you fling turds at children.**

But, realistically, what choice have we got? *Harry Potter Quidditch*? Cuddlesome, but hardly a match for the shin-crunching lows of a brutal *PES* thriller. *Pop Idol*? Sorry, but a cel-shaded Cowell's nothing compared to the menace of *Gary frickin' Oldman* growling out one-liners in *True Crime: Streets Of LA*. *EyeToy: Groove*? Fair enough, but there's always the temptation to flick Vs at the screen during the freestyle sections.

But then we realised – what seperates these games isn't their naughty content, but the choice on offer. Bad games crowbar you into toeing the line – good ones let you do what you like. If somebody brought out a pet-shop running sim with the range and scope of *Vice City*, then we'd probably love it. Well, as long as it included piranhas, or something...

### PSM2'S MANIFESTO

**PSM2's REVIEWS ARE:** Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

**PSM2's REVIEWS AREN'T:** Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS レビュー

# PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

### DANIEL DAWKINS

- **SPECIALIST IN:** Excuses, self-promotion, PES3.
- **HAVING FUN WITH:** *SSX3, PES3, FIFA 2004.*

Humble as ever, PSM2's newly appointed Dep Ed sacrificed a day explaining how he should have won the British *PES3* championships, while fanning his face with tenners.

### JES BICKHAM

- **SPECIALIST IN:** Umming and ahhhing. Orcs.
- **HAVING FUN WITH:** *Lord of the Rings: ROTK*

Frustrated thesp Jes spent a month outside the theatre pretending to be Star Trek captain Jean Luc Picard. Which makes his decision to sit in a wheelchair even more perplexing.

### JOEL SNAPE

- **SPECIALIST IN:** Hitting, swearing, yoga.
- **HAVING FUN WITH:** *True Crime, Harry Potter*

Joel spent the month swearing, crying and questioning Steve Jobs' parentage when his laptop went blank, erasing his 25,000 word novel. Then we turned the power back on. How he laughed

### ADRIAN LAWTON

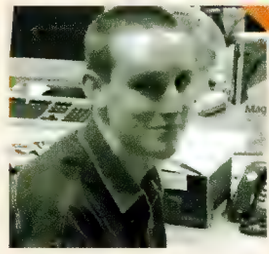
- **SPECIALIST IN:** Protocol, prohibition.
- **HAVING FUN WITH:** *Celebrity Deathmatch*

While fluent in over six million forms of communication, Ade still failed to understand that wearing the U-Beat Vibrowoofer to enhance the jazz cornets of Mafia made him look a total pillock.

### STEVE WILLIAMS

- **SPECIALIST IN:** Sniping, exorcism.
- **HAVING FUN WITH:** *Ghosthunter, MOH: Rising Sun.*

Reacting violently to suggestions that he was taking life too seriously, Steve de-alphabetised his vegetable tray and bought the new Daniel Beddingfield album for the reasonable sum of £6.99.



### JAMES WHITE

- **SPECIALIST IN:** Lingering glances, toast.
- **HAVING FUN WITH:** *Pirates of the Caribbean*

Since this picture was taken in 1903, James has swum the channel, discovered a solar system and programmed SkyPlus! But he still refuses to accept the validity of colour movies.

### NICK ELLIS

- **SPECIALIST IN:** Time, optometry.
- **HAVING FUN WITH:** *Prince of Persia, PES3*

Nick broke his glasses this month and spent ten days trying to find the optician's, which is better than his last excuse when a fad diet led to a month between the floorboards.

## MAIL US NOW!

**E-MAIL: PSM2@FUTURENET.CO.UK**

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch...

**PSM2, FUTURE PUBLISHING,**
**30 MONMOUTH STREET, BATH BA1 2BW**

›THE DEFINITIVE VERDICT フルウヌキニラ

# WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

**BEST SCREENS:**
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

**PASSIONATE OPINION:**
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

**IMPACT POINT:**
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
Whack on the kettle, break open the Digestives and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping. *Fantavision* is the PlayStation 2's simplest and arguably greatest invention yet
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
INSIGHT
BEATING THE GAME
MATCHER'S CHOICE
VERDICT
85

**VERDICT BOX:**
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

**GAMER'S CHOICE:**
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

**INSIGHT:**
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

**ALL THE INFO YOU NEED:**
Crammed with every useful fact about the game, you'll find everything here – from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シリーズ

## PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

›HONEST AND ACCURATE シリーズ

## DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HARD-HITTING シリーズ

## THE PSM2 SCORING SYSTEM:

PSM2 WARNING! Unlike other mags, PSM2 likes

**0-29** Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...

**30-49** Possibly fun in the short term, but there're some serious faults in the game's design.

**50-69** 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.

**70-84** An entertaining game that *just* misses out on being something big. Highly enjoyable, though.

**85-89** What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

**90+** An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

# DON'T MISS THESE:

## PS2 REVIEWS

**MANHUNT** 32
True Crime 060
Need For Speed: Underground 064
Ghosthunter 066
EyeToy: Groove 068
Crash Nitro Kart 070
Prince of Persia: Sands of Time 072
Harry Potter Quidditch 076
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Motorsiege 099
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## DVD REVIEWS


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NYPD Blue 107
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Confessions of a Dangerous Mind 107

OUT UK now

# TRUE CRIME: STREETS OF LA

## "YOU CAN FRISK ANYONE IN THE STREET, JUST FOR A LAUGH"

# TRUE CRIME: STREETS OF LA

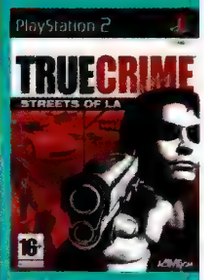
"I'M CALLING MY LAWYER"

Designer stubble, sassy hookers and lashings of brutality. Sound familiar? Only this time you are the law...

**REVIEWER:** Joel Snape

## INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Luxoflux
- **PUBLISHER** Activision
- **GAME TYPE** Act on adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2




## DETAILS

- More than 50 licensed hip-hop songs on the most potty-mouthed soundtrack ever.
- 400 miles of realistically recreated LA turf.
- Fighting, driving and shooting sections.
- Three story paths. 20 episodes in all, each with alternate cut-scenes, missions and endings.

**Let's do the checklist, eh? *True Crime*'s got slow-motion bullet-time dive – like *Max Payne*. It mixes slap-socky with shooting – like *Dead To Rights*. You sneak around – like every game ever. And it's got a sort of moral latitude that, yeah, you can only compare to *Vice City*. Still, let's not pass sentence just yet.**

So, *True Crime* isn't original – that's not exactly an arrestable offence. Especially when, in places, it improves on most of the above. Take toe-flicking guns into your hand – it's a minor touch with precisely zero effect on the gameplay, but it just looks so damned cool you can't help but smirk every time. Then there's the fact that you can frisk anyone on the street, just for a laugh. Find drugs or guns and it goes towards your 'Good Cop' progress – but if you don't, who cares? Move along, scumbag. *True Crime*'s littered with these little cop-film touches, from the way Nick shoves pedestrians out of the way from the pedestrians if you go nuts.

**CITIZENS ON PETROL:** Blowing up cars is just the ticket for taking out mooks - but watch out for those civilians, eh?

The problem is, it's just trying too hard to pack everything else in. Admittedly, the driving system is excellent, almost identical to *Vice City* with a touch more potential for pulling ridiculous handbrake turns. The pursuit 'n' shoot dynamic effortlessly betters the likes of *Starsky and Hutch*,

**"CHASES ARE THRILLING AS YOU WEAVE ALONG THE PAVEMENT. A SQUASHED CIVILIAN IS A BLIGHT ON YOUR RECORD"**

when he's chasing down a suspect right down to the flying tackle he pulls when he catches up with them. It's also jammed with clever details, like the way slick city types bleat 'I'm calling my lawyer' if you frisk them, or the increasingly urgent squeals showing the effects of a volley of lead instantly via every spider-webbed windscreen and punctured tyre. Chases are genuinely thrilling, as you weave along the pavement constantly aware that a squashed civilian represents a permanent blight on your record.

**VANDAL 'N' HOPKIRK:** If you get angry, you can always give your car a shoeing. Just like the bonus game from *Street Fighter 2!*

Pedestrian shooting's a touch more fiddly – the dive-and-lock-on system's superficially very similar to *Dead To Rights*, except that getting Nick to jump the right way is a massive chore. Despite the twin-stick control system, retreating too much makes him sprint away from the action, which is perfect for getting shot in the back, but not much else. All too often he'll lock on to a tiny figure in a window when he's being shot at point blank range. And, almost unbelievably, there's no strafe mode. It's pretty frustrating, right up to the point where you realise that it's possible to finish most missions by standing completely still and hammering the fire button. Hmph.

Fighting's even worse. Apart from the same ▸

## BAD LIEUTENANT

**Whatever the popular Harvey Keitel film says, being a cop isn't all about taking bribes and wailing bestially with your old chap out. It's also about earning the trust and respect of the community. That said, *True Crime*'s pretty lenient about how you 'solve' crimes. Observe, as we apply two very different policing methods to a simple domestic disturbance...**

**GOOD COP:**

**BAD COP:**

**PANE IN THE ASS:** This is where Nick starts shooting at random windows.



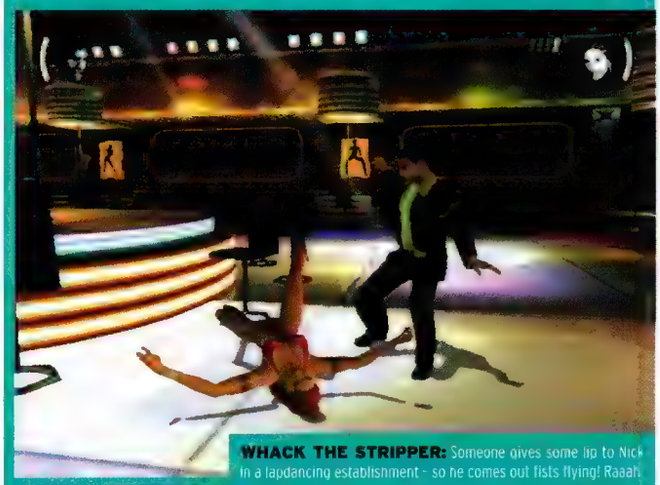
**ROAD KILL:** Here we're in a chase... with a *dead body* on our trunk. We're so hard.



## CRIME AND PUNISHMENT

Like a film-student homage to Lock Stock, *True Crime* mistakes potty-talk, police brutality and Michael Madsen's voice for 'adult content'. Nick Kang's a 'cop on the edge', see. He 'plays by his own rules'. No-one wants to work with him, because he's a 'loose cannon'... and, probably, because he makes a habit of beating up strippers. Once you're on the Bad Cop path the game increases the sicko content, as if it realises what you're really after – you filthy pervert, you. Look! Look at how grown up it all is!

**GIMP FIST BIT:** Strolling through the Russian sauna, a leather masked man passes by. Best kill him, just in case



**WHACK THE STRIPPER:** Someone gives some lip to Nick in a lapdancing establishment - so he comes out fists flying! Raaah!

**NO NO YOU DON'T:** Obsessed hooker... shoot her from a safe distance.

**COCK 'N' LOAD:** Disperse... Just kill the lot of them! Bee-dum!

▶ accidental-retreat troubles as the shooting, there's the added handicap that you've only got about four moves – punch, kick, flying kick and grapple. Most of the time, it's enough to simply kick away until you've stunned the stripper you're beating up, throw her on the floor, then repeat until she's unconscious.

By the way, if you're the observant sort, you probably noticed the words 'stripper' in that last paragraph, and there's a reason for that. True Crime's a 'grown-up' game, see? It's packed with 'grown-up' things to do, 'grown-up' language and, like the box probably says, 'frequent, strong violence and sexual situations'. It's got one of the best soundtracks we've heard in ages, but you wouldn't want to play ten seconds of it to the local vicar. Oh, and it's got Christopher Walken in it, sounding a lot like someone else pretending to be Captain Koons from Pulp Fiction. Now, we don't want to sound hypocritical – after all, we all say 'shitty' more than 'thank you' – but it's all a bit much. It's supposed to be like *Vice City* and it is, but it isn't tinged with any of the same humour, which makes things a touch bleak. Well, that and the fact that you're supposed to be a policeman.

## "NICK CAN COMMANDEER CARS AND GET AWAY WITH CAPPING THE ODD BYSTANDER"

See, in *Vice City* you get away with doing anti-social stuff because you're supposed to be... well, a psycho. In *True Crime* it's a bit more difficult to justify. Nick can commandeer cars happily enough ('Get out or I'll shoot you!') and get away with capping the odd bystander ('That was an accident... honest.') but at the end of the day, he's

**DIVING SCHOOL:** Strictly speaking, this isn't a good idea. It leaves you a little bit vulnerable to sucking chest wounds, see.

**FRISKY BUSINESS:** Find some drugs, and up your rating.

## TAKE IT TO THE STREETS

Of course, it wouldn't be a *Vice City* clone if you couldn't do much more than just solve crimes and beat up strippers. During the free-roaming sections you can visit the local dojo to earn new fighting moves, enter illegal street races to get some new wheels, or just kick back and intimidate the local citizenry by randomly frisking anyone daft enough to come close. If that all gets a bit boring, though, so here's some other stuff to try.

**HEADBUTT THINGS:** Windshields, parking meters, old men nothing can withstand the might of Nick's flying tackle

**MAKE NEW FRIENDS:** With a little bit of persuasion, you can easily reach out and touch the public – like this lady

**GO CRAZY:** Or just initiate a gang war. If you cause enough civil unrest, the pimps' union decides to take you down for good

**PED OR DEAD:** Once you've notched the Civil Unrest bar up, even quiet citizens go barmy.

**SIGHT LIGHTNING:** Here, we're using the precision shooting – and hitting the fence. Yes, the one to the lower right of the sight. Sigh.

**FLICK ON THE DRAW:** Hoofing a shooter into your hand's massively satisfying, even if it doesn't affect the gameplay.

**HOT SHOTS:** When you get double tommy-guns, it's a fair bet that there's trouble a-comin'

destructable. Just don't think you're getting *Grand Theft Auto: Los Angeles* – despite the garages, hospitals and dojos, there isn't anywhere near the same amount of stuff to wander about and try.

*True Crime*'s going to do well. It's got elements of *GTA* and *Max Payne*, and it isn't shy about advertising them, even if they're not always well done. It looks really nice, even if it loses some of the effect when you somehow walk through a solid fence. And, hell, it's got Christopher Walken in it, even if he's reading out lines that sound like they've been scripted by the CopCliché 2000™. But appealling as it is, *True Crime*'s more fun when you're on patrol than as a shoot/drive/beat-em-up. In fact, when you're being crowbarred into finishing missions exactly as the computer wants you to, it's nothing short of infuriating. Still, when it all gets a bit much, at least you can get back to the police brutality. **PSM2**

*True Crime hits the streets any day now.*

### IMPACT POINT

Nick's sneaking his way into the Russian mob's shower room – which mostly involves Judo-chopping tubby, towel-wrapped men in the throat while they're asleep. Then he comes across a leggy lovely carrying a tray, so he tranqs her out. After that, he fights a tattooed man in a G-string. Who's writing this stuff?

a cop. That's where *True Crime*'s main innovation comes in – the Good Cop/Bad Cop story arcs. Up to a point, it's possible to plough through the game totally oblivious to getting shot, failing your missions, or accidentally slaughtering the general public. In fact, you can complete Bad Cop mode in about five hours just by skipping the missions you're stuck on, since nearly every failed mission just means another branching story arc when you're at the corrupt end of the LAPD. However, after episode three, you only get three more episodes to play as Bad Cop. To get the rest, you have to actually uphold the law. It's a cunning system, marred slightly by skyrocketing difficulty. Wonky targetting and dumbass AI make it practically impossible to complete every mission without casualties, so you'll spend a fair while hunting down smack dealers to nudge your arrest total up. Every few missions there's a non-linear linking bit where all you have to do is get to the next location, and this is where you make up the points. This is actually the best bit of the game, purely because it's the least linear, and lets you experiment with different ways of completing missions. The representation of L.A. is impressively huge and detailed, with every picket fence and parking meter proving fully

### INSIGHT

■ This is Chris 'Dancing Shoes' Walken's third video game. The scary-faced thesp's already lent his spooky voice to *Ripper* (which we remember) and *Privateer 2: The Darkening* (which we don't). He might have been in *Antz*, too, come to think of it.

**"THIS IS A 'GROWN-UP' GAME, PACKED WITH 'GROWN-UP' LAUNGUAGE AND THINGS TO DO"**

### CALLAGHAN'S CHOICE

1 **GTA: VICE CITY**
The game *True Crime* wishes it was. Sunnier, sexier and sillier – and everything you could want from a crim-sim.

2 **DEAD TO RIGHTS**
Want slow-mo diving? Why not mix it up with some hostage-taking and bomb lobbing?

3 **TRUE CRIME**
Shamelessly crooked when it comes to nicking bits from the above, but not quite as good as either.

### PSM2 VERDICT

**GAMEPLAY**
+ The driving's excellent and the shooting works fine.
– But the stealth and fighting are absolutely terrible

**GRAPHICS**
+ Brilliantly detailed and stuffed with neat little touches.
– It all gets massively glitchy when things heat up.

**SOUND**
+ Brilliant soundtrack, loads of chatter… and Christopher Walken!
– More swearing than Eminem hitting his thumb with a hammer

**LIFESPAN**
+ Three paths, optional chapters and plenty of sub-missions
– Though the Good Cop path's brutally hard to finish.

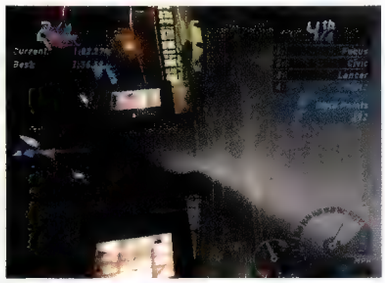
**OVERALL**
**Nice try, but spreads itself thinner than the last bit of Marmite in the jar. More fun as *GTA*-lite cop thuggery than a proper game.**

**74**

**FAIR COP**

**YOU PRANG, M'LUD?** Apply cool logos and vinyls to your car – they'll never be damaged.

**DUO WANT SOME?** The split-screen mode's entertaining (but you'd both better know the tracks intimately).



**SHINE OF THE TIMES:** Americans clearly polish their roads (the streets are a little too shiny at times).

OUT UK NOW

# NEED FOR SPEED UNDERGROUND

There just haven't been enough driving games that reward ill skills with mad props and big bank balances. Until now.

**REVIEWER:** Marcus Hawkins

**You've got to hand it to EA. Despite being a middle class, middle-aged corporate beast, it still manages to squeeze into a Tommy Hilfiger skullcap and get down with the kids. "'Sup, dog!" says one kindly street racing gent in *Need for Speed: Underground*. "Just gonna have to shut you down, kid – shut you *down*," says another – called 'Dirt'. This is street racing with a capital S and it fits perfectly with EA's range of urban-styled games.**

*Underground* is a different beast to last year's *Hot Pursuit 2*. Whereas that was a cross-country arcade blast with the cops in tow, this is a dark, dingy burn through 2Fast2Furious territory, where reputation and style are equally important as coming first.

Following the likes of *TOCA Race Driver* there's even a plot of sorts holding this together – max out your reputation to become the king of the streets. In practice it works like this: you check the race map to see which races are on (there are 111 challenges in total). These challenges take the form of multiple lap circuit races, point-to-point sprints, drag races, drift (powersliding) challenges and hardcore knockout races, where the last car drops out each lap until there's a winner.

You earn 'points' not just for winning, but for finding short-cuts (most of which are shown on the map, irritatingly), near misses and 'drafting' – the street term for slipstreaming, we guess. Naturally, points mean prizes, or at least 'cool unlocks'. As well as extra cars, tracks and vehicle upgrades, you can also fatten your bank balance to purchase performance upgrades to enhance your progress and visual upgrades to boost your reputation meter. Your reputation has a multiplier effect on your style score, meaning bigger bucks and better unlockable features.

## "IT'S ONE OF THE EASIEST GAMES TO PULL OFF CROWD-PLEASING POWERSLIDES IN"

**INFO**

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  EA Black Box
- **PUBLISHER**
  EA
- **GAME TYPE**
  Arcade Racing
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-2 Players (1-4 Players [illegible])
  Memory Card

**DETAILS**

- 20 licensed cars. Ford, Volkswagen, Toyota and Honda.
- Four main race modes: Go Underground, Quick Race, Split Screen and Play Online.
- Events: Circuit, Sprint, Drift, Drag and Knockout.

**CITY STICK:** See what we mean about the detailed environment? The course isn't always clearly marked.

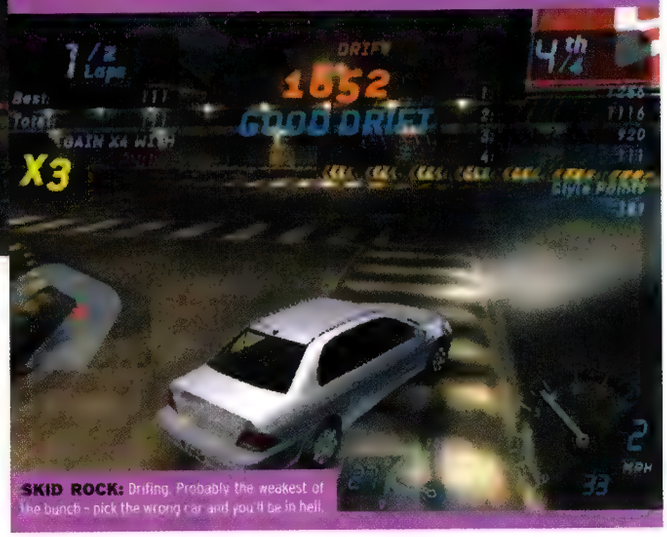
## I'M IN THE MODE

EA have attempted to spice up the inner city lapping action with a handful of other play modes. Admittedly they're a bit limited. You'll find that plain old Circuit is where you'll get the most enjoyment – but they're well balanced. It's always nice to relax with a bit of powersliding after failing the knockout mode for the tenth time...

**CIRCUIT BRAKIN':** Build up the style points in Circuit to unlock items for Quick mode. Good stuff.

**DRAG'S TO RICHES:** All drag racing's done with manual transmission. When the green...

**RACE VENTURA:** dot appears at the top of the screen, change gear. You're even rated on this.




**SKID ROCK:** Drifting. Probably the weakest of the bunch – pick the wrong car and you'll be in hell.

## IMPACT POINT

There's a lot of fun to be had modding your motor. Eventually you'll have to trade it in for another – shame. All cars can be modded in Quick mode.

**BAD AIR DAY:** Jump cam kicks in when you grab enough air. It can be turned off, luckily.

**THAT'S YOUR PLOT:** Cut-scenes follow the story of you and your car. Here you're entering a drifting tournament. They is dissin' you.

In typical EA fashion, *Underground* is incredibly user-friendly. Progression through the game is logical – hell, it even sends you back to buy the best performance upgrades if you enter a race you're not tuned up for. Then the voice of a 'street chick' explains how these upgrades will affect your car.

*Underground* is lovely to look at, although at times the PS2 version lacks the clarity of versions appearing on other systems. In fact, one onlooker summed it up within 15 seconds of squinting: "how can you see where you're going?" Naturally, the illegal nature of street racing means it takes place at night, and this combination of darkness, speed blur, detailed neon-lit cityscapes and wet tarmac really does make life hard at times.

The AI doesn't give you an easy ride either. Rivals will try to shunt you off the road and ram you into the street furniture. Thankfully, the handling's very forgiving, with a great balance of arcade and sim elements. It's one of the easiest games to pull off crowd-pleasing powerslides in.

Like *GT3*, the licensing of real cars prevents car damage. Black Box have invested a lot of time in loading the game with exaggerated hyper-real touches like screen wobble and street lights that smear across your wet windscreen. So, it seems a shame that when cars collide you don't feel very moved at all. 'TOTALLED!' the game screams at you as your Mazda MX5 barrels into a delivery truck, sending you both flying, engines whining. Only there's no bits falling off your motor, no crunching impact, no real reason to care. There's lots to fall in love with though: the chance to race your modded vehicle online against three other players and the broad range of licensed cars and products. *Underground* is the classic EA experience – the biggest licences and the highest production values and zero shortcuts. This Christmas it'll leave all competitors choking on its exhaust. **PSM2**

*NFSU is racing out of stores now*

### INSIGHT

Developers EA Black Box started life as Black Box Games in 1998. Their second game was a racer – *NASCAR 2001* for PlayStation. The first title they worked on was a Sega-published ice hockey sim for Dreamcast. Odd.

## VIN'S CHOICE

1 **BURNOUT 2**
So fast, so smooth, so easy to see where you're going. Still the king of the streets...

2 **NEED FOR SPEED: UNDERGROUND**
You'll want to hate the street cheesiness, but you'll end up getting sucked in.

3 **MIDNIGHT CLUB 2**
The online element makes up for the one player game.

## PSM2 VERDICT

**GAMEPLAY**
+ Well balanced, fast and entertaining
- Drag racing and drifting modes aren't engaging enough

**GRAPHICS**
+ Beautiful lighting. Great headlights. Wicked turbo.
- Cars look like toys when they crash.

**SOUND**
+ Guitars! And angry blokes growling. And it's all THX-ed up.
- Er... whiney motors. Yes.

**LIFESPAN**
+ Split-screen and online multiplayer.
- Lack of free-roaming city/garage-building.

**OVERALL**
**A solid follow up to last year's smash which takes the *Need For Speed* series in yet another popularist direction.**

**86**

**POLISHED**

OUT UK NOVEMBER 26TH

# GHOSTHUNTER

You can't kill that which does not live – but you can trap it in a special container and torture it with steam. Yay!

**REVIEWER:** Steven Williams

**Ghosts are like UFOs – you can never quite see them properly. Is this because they're semi-transparent, impervious to cameras or moving too fast? No. It's because cameras are almost fool proof, but only almost. Despite cutting edge digital wuffle-buffering and steadicam pixel dampening, those who have seen anomalies remain unable to even match the bloke who does court scenes in chalk for the news. *Ghosthunter* seems to have taken this to heart.**

This camera is drunk. It wants to be your best friend, but it's all over you and that's a shame, because there's a lot you'd like to look at in *Ghosthunter*. The most obvious is your character – a wisecracking homicide cop in the Detroit PD. Indeed, all characters are astonishingly subtle in their details, making cut scenes a treat for those familiar with the usual broken-jawed mouthings and arm-flailing theatrics. Enemies too are a sight to behold – even if you have to use your spectral goggles to do it. And the capture effect, where spooks balloon against the inside of

**HAIR WE GO:** You've barely got time for a bit of flirting before she's violently kidnapped by a dead man. Isn't that always the way?

**"OCCASIONAL EVER DARKER MOMENTS RECALL SILENT HILL"**

## INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Studio Cambridge
- **PUBLISHER** Sony
- **GAME TYPE** Action adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

## DETAILS

- Two characters – one a ghost that can be summoned at certain points. Each gains abilities and weaponry.
- Stealth sections – tail easily spooked spooks to access new areas.
- No loading screens – game spools constantly from the disc, so you're never interrupted.

## IMPACT POINT

Soon you bust out of the grey corridors of the school and start wandering around outdoors. The grass, the sky, the organically sagging buildings, the silvery water... it'd be a nice place for a holiday.

**FAT-TASM:** Trap your enemies with the grenade and watch them expand like Bob Monkhouse did.

an expanding sphere of energy, is superb. At least it is when you can get the camera off the sauce long enough to actually point at it.

You're sent to investigate a break-in at a abandoned school and it's not long before a) your female partner is snatched, b) you're thrust into ghost hunting by something like the computer from Red Dwarf and c) the inconsistencies start to pile up. Why is a homicide cop investigating a break-in? Why does a big red button control the unthinkable act of releasing all the ghosts? Why can he climb some things and not others? And why isn't it actually scary?

Studio Cambridge tries to be scary every now and then. Occasional darker moments recall Konami's *Silent Hill* series, right down to dressmakers' mannequins silhouetted in torchlight. Quite why anyone would leave these and a giant, badly-made head in a school corridor is beyond us. Surely, pot plants are more common. Or finger paintings. It's these inconsistencies that kill the mood because too many things exist for no purpose other than for a cheap shock.

### INSIGHT

Get into hunting mode before throwing the grenade. The targeting works with it as well as guns. You should stick smaller monsters before shooting, as your attacks are more damaging this way. But bigger guys need softening up first.

So it's not scary, but is it fun? Well... sometimes. Its beauty makes mere sightseeing a great experience, especially when you're transported (without much explanation) to the swamps of Louisiana where there are sumptuous grass-scapes and organic decrepitude. When you're sweating under a glowing white sky and half-sunk in shockingly good water, *Ghosthunter* has an *Ico*-like quality that's disarming. Many ghosts need weakening with weapons before being captured in your 'grenade' (a big throwing star that doesn't actually explode), which is an amusing novelty, but some just need good old regular killing. However, the spooks' uncanny vision means sniping sections degenerate into simple blasting matches. You can't outfox them, so just stand up and take it like a man. Unfortunately, activating your goggles to see the spooks roots you to the spot. This makes them useless in a fight, which is precisely when you want them. Like, duh.

Slow movement in fighting mode, some counter-intuitive puzzles (bodies that fall through water like air, for instance) and a linear nature only partially absolved by the high pace all nag too. And the camera – whether under your control or locked to non-scary *Resident Evil* angles (sometimes without you in them) – is the only 'diabolical' thing here. Yet, suspiciously, if the view was clear it would all be rather easy... However, despite almost drowning in this well of tears, *Ghosthunter* still breaks the surface frequently enough to stay alive. Although more awkward than it should be, there's still something addictive about blasting ghosts and saving the girl. There's also a lot to see. *Ghosthunter* just manages to avoid staring too long into the abyss and somehow saves itself. Even if it's only because the camera won't look. **PSM2**

*Ghosthunter should be floating around now.*

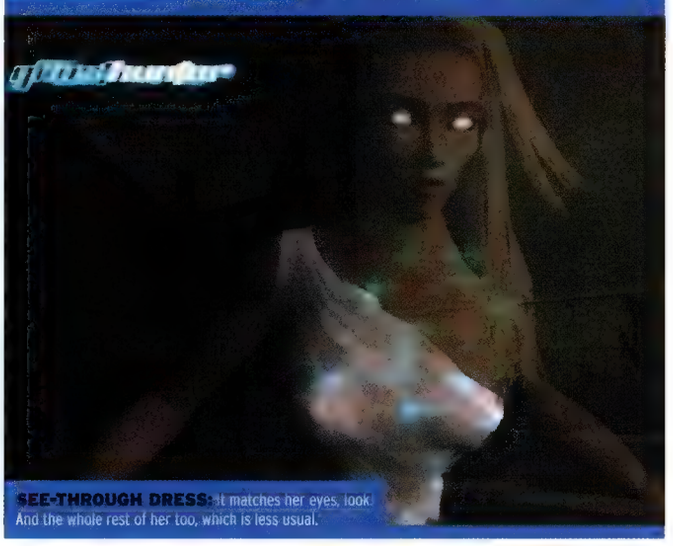
**HALLOWEEN BALL:** Here we are on one of the rare occasions when everything's in sight.

**PIGS WILL FLY:** And open locked gates, but not if they see you. Yup, it's stealth time.

## HEAVENLY BODY

You are not alone – at times you can summon your Astral, a ghost inside you. She can float and swim to places other characters just can't reach, helping you pass blocked areas. Oh, and her dress is see-through, but she's dead. Hmm, another moral dilemma.

**URINAL HORROR:** Either he's summoning his ghost or it really, really smells in here.



**SEE-THROUGH DRESS:** It matches her eyes, look. And the whole rest of her too, which is less usual.

## MULDER'S CHOICE

1 **SILENT HILL 3**
Most dynamic of a series that can be genuinely disturbing. Beautifully dark and twisted.

2 **PRIMAL**
Good looking adventure with two controllable characters and dreadful cameras.

3 **GHOSTHUNTER**
Good looking adventure with two controllable characters and dreadful cameras.

## PSM2 VERDICT

**GAMEPLAY**
+ Stylish – sometimes more fun than it should be.
- Awkward and linear – sometimes less fun

**GRAPHICS**
+ Superb characters and lush organic environments.
- Occasional pop-up and slow down. Dreadful camera.

**SOUND**
+ The voice acting is commendable.
- Music gets intrusively repetitive. Few scary noises.

**LIFESPAN**
+ Plenty to see, do and kill...
- ...but awkward puzzles and linear simplicity may get you first

**OVERALL**
**An atmospheric and well-sexy adventure that suffers from a terrible camera. You could certainly do a lot worse though.**

**70**

**UNCOMFORTABLE**

OUT UK NOW

**INFO**

- **CODE TESTED** PAL (UK)
- **DEVELOPER** SCEE London
- **PUBLISHER** SCEE
- **GAME TYPE** Party game compilation
- **PRICE** £29.99
- **ESSENTIALS** 4 players, Memory Card, DualShock 2, Eyetoy camera

**DETAILS**

- Music-based action with 26 choons from today's top beat combos.
- Record your own dance moves to challenge friends with.
- Includes a calorie counter for the health-conscious.

**GROOVING HOUSE:** Look! Look at the terrifying shadowy man as he 'busts moves' and 'gets jiggy'. Brrrr.

**STAR WARS:** Moves your arms in time with the falling stars to get good points. It's trickier than it sounds but good exercise.

# EYETOY: GROOVE

## Sony want you to dance - dance like your life depends on it! Or at least move like a robot.

**REVIEWER:** Jes Bickham

**Never before have so many people enjoyed making tits of themselves while sober. Eyetoy is ace - a simple idea brilliantly executed and a whole new way of playing games to boot. Get some unselfconscious chums together and *Play*'s collection of arm-waving mini games makes looking totally crackerbarrel the worthiest of pastimes.**

*Groove* is the funkier, lifestyle-conscious twin of *Play*. Inspired by all those dance mats around the country, and the enormous success of games such as *Dancing Stage Megamix*, the emphasis here is on gettin' down to da muzik, rather than tickling ghosts or cleaning windows. As such, while it's great to groove along to Junior Senior's "Move Your Feet" or The Jackson's "ABC" (and introducing popular music is a stroke of genius) the gameplay on offer here is far more repetitive than in *Play*. And *Play* was pretty repetitive, when you got down to it.

Arguably the worst of *Play*'s 12 games were Beat Freak, with its stop-the-CDs-in-the-speakers action, and Boogie Down, which offered some unexciting pointing action. *Groove* is based on precisely these activities. Shapes move from the centre of the screen to positions around the outside, and you have to time your finger-poking and accurately wiggle your digits at the precise moment the shapes hit their destination. That's about it, although higher difficulty settings offer more frenetic action, and the net result is that you look like C3-PO directing traffic. There's one type of game here, with the only difference being introduced by your choice of tune.

The lack of variety in *Groove* – compared to *Play* – arguably makes this a less essential experience. But despite the one-note (ha!) action, there's a lot to be said for the disco-esque atmosphere the game generates, and the face-off style multiplayer modes can be a hoot. We especially like the ability to record your own set of moves for your friends to try and succeed at, and being able to save photos and small video clips raises a few smiles, albeit short-lived ones.

Ultimately, though, *Groove* isn't quite satisfying. As an addition to the games found in *Play* it's good, clean, undemanding fun, although it suffers from being far less inventive and imaginative. We're sure *Groove* will provoke plenty of Xmas knees-ups but we're hoping the next use of Eyetoy will be genuinely surprising rather than simply quite fun. **PSM2**

Eyetoy: Groove is available right now

**INSIGHT**

- Eyetoy: *Play* was a massive hit (as it should have been, given the amount of cash they put behind it) and as we write is still number four in the charts. Not bad for something so 'cute', eh?

## "THAT'S IT. THE NET RESULT IS THAT YOU LOOK LIKE C3-PO DIRECTING TRAFFIC"

**LIGHT EYES:** The better you do, the prettier explosions and lightshows you get. We're doing passably well. Must do better!

**LIEBOWITZ'S CHOICE**

1. **EYETOY: PLAY** Brain-spogglingly inventive and pots of fun. A great introduction for an excellent peripheral.
2. **GITAROO MAN** Brings to life all your axe-hero fantasies. Cracking but rock-hard rhythm action gameplay.
3. **EYETOY: GROOVE** Fun, but not as fun as *Play*. Sadly takes its inspiration from *Play*'s least-good games.

**PSM2 VERDICT**

**GAMEPLAY**
+ Gives you a good workout.
- Makes a whole disc out of the worst bits of *Play*.

**GRAPHICS**
+ It's you! On the telly!
- There isn't much else.

**SOUND**
+ Decent selection of recent (and not-so-recent) songs.
- The Cheeky Girls. Yes.

**LIFESPAN**
+ Good for gatherings of the like-minded.
- You'll not play it on your own.

**OVERALL**
**Can be great fun – and good upper body exercise - but this lacks *Play*'s variety and sense of ingenuity and invention.**

**68**
TIRED

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**INFO**

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Vicarious Visions
- **PUBLISHER** Vivendi
- **GAME TYPE** Racing
- **PRICE** £39.99
- **ESSENTIALS** 1-8 Players, Memory Card, DualShock 2, Multi-tap

**DETAILS**

- 17 courses to race on, in themed worlds.
- Plenty of multiplayer fun, with splitscreen and linked PS2s for up to 8 players.
- All-new Adventure mode.
- Race in a 'team' of three characters each with differing characteristics.

**KISS MY RACE:** The tracks are an interesting bunch, good-looking and full of variety. But the game is JUST TOO SLOW. Got that?

**HOVER BOVVER:** The twistier bits of track see the karts turning into weeny little hovercraft. There's no handling difference though.

OUT UK now

# CRASH NITRO KART

## Get ready to party karty as the bandicoot returns to our screens! For the umpteenth time...

**REVIEWER:** Daniel Griffiths

**After the distinctly underwhelming *Bomberman Kart* tipped us into an endless spiral of despair, we had almost given up all hope for a decent cartoon racer on the PS2.**

Almost! But not quite. For in our foolishness we had forgotten about the tiny ray of sunshine that is *Crash Nitro Kart*, which surely could provide some knockabout fun (its PS one predecessor, *Crash Team Racing*, provided a genuinely excellent alternative to Nintendo's *Mario Kart*, if you remember). And yo! It does. Sort of.

**BICYCLE JUMP:** Hopping off each jump gives you a speed boost as you land.

The first impression you'll get from the game is along these lines: "IT's so SLOW! Why isn't it FASTER? RUBBISH!". And it's true – the game is distinctly sluggish. Thankfully, it's pleasingly smooth (the frame rate judders present in the early version we'd been caning have been thankfully exorcised) but, all the same, the opening omens warn of no good.

The game, of course, does get better, once the subtleties of the racing become apparent. Speed-up strips add a feeble boost, as does hopping from the lip of jumps, and waggling the analog stick in a masturbatory fashion while powersliding. In this way it's possible to string boosts together, *Burnout*-style, so those tiny parps of speed build into something nippy, if not sound barrier-smashing. Not too bad then.

It's all very well-judged, but the fact of the matter is, the game's simply not exciting, despite the wealth of game modes on offer. Most interesting is the 'Adventure' mode, which uses race-winning as a mechanism to open up new worlds and tracks and other goodies. Perhaps of more importance is the multiplayer game which fares well despite the lack of speed. The co-operative championships are a good giggle too.

*Crash Nitro Kart* is ultimately too pedestrian for its own good. With three chums crowded around the telly shouting at each other, this becomes less of a worry than it might otherwise be, but it's all too noticeable when tackling the game as a single player. And how come nobody ever noticed that Crash Bandicoot is a hideous twisted thing from a child's worst nightmares? He's horrible. Loot at him. Eurgh. **PSM2**

*Crash Nitro Kart is crawling out of shortly*

**INSIGHT**

Crash Bandicoot might be a hideous freak but his games have done very well. Indeed, over 30 million *Crash* games have been sold since the beginning of earth-time, which isn't bad. Nope. Not bad at all...

**CORTEX'S CHOICE**

1 **CRASH NITRO KART**
Solid, good looking, but simply a little too slow. But the best karter on PS2, even so.

2 **SUPER BOMBAD RACING**
Dreadful load of old tosh that sounded the death knell for the Star Wars licence. Almost as bad as...

3 **SUPER BOMBERMAN KART**
Actually, *Bombad Racing* might well be worse than this.

**PSM2 VERDICT**

**GAMEPLAY**
+ Good, solid karting action over a variety of modes.
- Much slower than any racing game should be.

**GRAPHICS**
+ Lovely, cartoony, detailed and colourful.
- The character design is atrocious.

**SOUND**
+ Cheerful, chirpy and hummable.
- Irritating character voice samples.

**LIFESPAN**
+ Multiplayer is potentially infinite; good single player selections.
- You might get bored before too long.

**OVERALL**
**Polished in just about every area, but it's just not fast enough to be exciting. Still worthy of dusting the old Multi-tap off for, though.**

**68**

**PEDESTRIAN**

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# PRINCE OF PE
# THE SANDS OF

**"THE EPIC SCALE OF THE DAZZLING PALACE ENHANCES THE SENSE OF PURE**

# PRINCE OF PERSIA: THE SANDS OF TIME

"UKRAINIAN GYMNAST"

Forget SmackDown, if you're looking for a proper Royal Rumble then the sands of Persia are the place to be...

**REVIEWER:** Nick Ellis

**INFO**

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Ubi Soft Montreal
- **PUBLISHER** Ubi Soft
- **GAME TYPE** Platform Adventure
- **PRICE** £39.99
- **EXTRAS** 1 Player, DualShock 2, Memory Card

**DETAILS**

- Explore a lavish, but deadly palace and mess with the space-time continuum using a mystical dagger.
- The script is partially penned by Jordan Mechner, creator of the original *POP* game.
- Over 750 animations are used for the Prince's character.

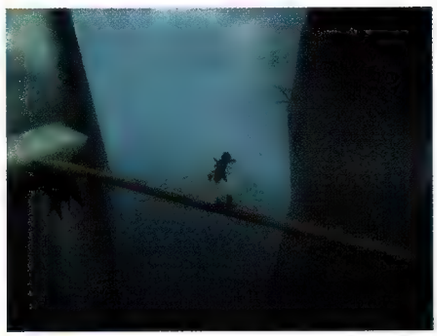
**Considering the current slue of TV documentaries about the ancient world, you rarely hear about the Persians and their mighty empire, which stood for nearly 1000 years and stretched all the way from northern India to mainland Greece. Are they sweeping this chapter of history under the carpet because those territories are now occupied by the principal offenders in George and Tony's Axis Of Oil? Or have we been reading too many Michael Moore books? Either way it's a crying shame. Judging by *The Sands Of Time*, Persia was a damn fine place to be. Beautiful, towering palaces, luxurious gardens, legions of demonic soldiers and strange artefacts that can twist time are just a few of the attractions that could have us glued to the goggle box.**

Still, who wants to watch BBC7 when you could be playing this, a sumptuous feast of platforming excellence from the creators of *Splinter Cell*. The fourth instalment in the legendary *Prince of Persia* series radiates the same lip-smacking beauty that marked Ubi's stealth-'em-up as a graphical class apart. Whether scaling the exterior walls of some impossibly lofty tower or simply brushing past a billowing drape in a corridor, you can't help but be impressed by the lavish world that's been created. Even small things, like dust falling from a beam that you've clambered onto, can't help but raise a satisfied smile.

**SAND AND DELIVER:** Impress the lady by destroying demons and then sucking up the sand they leave behind.

But it's not just about the good looks. With an agility and range of moves that would make Jet Li jealous, the Prince is a quite superb action hero and 750 different animations have been used to help bring his character to life. The lad can run up walls, run along walls, balance on the most slender of ledges, somersault like a Ukrainian gymnast and shuffle up columns and trees. He's pretty handy with a sword too. The control system is nigh on perfect, rarely giving you cause to curse, and the in-game tutorials on the early levels are suitably informative without being too patronising and obtrusive.

**"WITH AN AGILITY AND RANGE OF MOVES THAT WOULD MAKE JET LI JEALOUS, THE PRINCE IS A QUITE SUPERB ACTION HERO"**



**DREAM BEAM:** The game is characterised by cavernous chambers and vast rooms. I think I can see my house from up here...

The game's real stroke of genius (and the plot's focal point) is this whole manipulation of time business. Early on you filch a dagger from the palace of a Maharajah who's just had his ass kicked by your father's legions. An evil Vizier in your father's employ also nicks a giant hourglass containing the Sands Of Time. It proves to be a costly mistake. On returning to your own realm you stop off at a Sultan's pad and the oversized egg timer is shattered, scattering the sands and ▶

## PRINCE OF... PIRES?

**Tony Hawk's Underground's new 'put your face in the game feature' that so enamoured Dan D is all well and good but this is taking the piss. Not content with running the line in FIFA and PES, Gallic troubadour Bobby P has clearly paid Ubi Soft vast amounts of Euros to make him the star of Prince Of Persia. Look! Disgraceful vanity.**

**PIR PRESSURE:** Leather armour and oversized baggy trews

**FLANK COMMANDER:** And here, clad in his Persepolis United home kit, is the stern-faced Prince

RSIA: TIME

ARABIAN NIGHTS WONDER"

## IMPACT POINT

While many platformers have a habit of driving you up the wall, Persia lets you run up them. It's an excellent way of traversing seemingly unbreachable gaps and just one facet of the Prince's general springy nature. He's pretty bouncy in a scrap, too, as the second shot shows.

## GO ON FARAH, FORCE IT

Accompanying you on your journey is a vision of Indian loveliness called Princess Farah. She's not just there to look pretty, mind. The girl can help you in fights with her bow and arrow and more importantly, she's on hand to help you deal with some of the puzzles. But what is she after? A night in the royal bed chamber, or revenge for her father's defeat?

**PULL MONTY:**

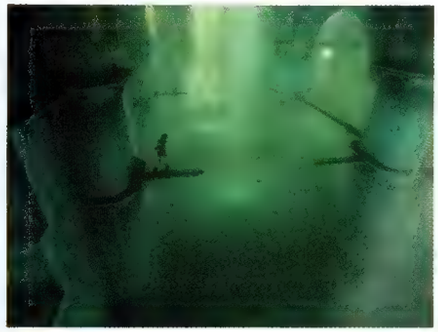
**LUCKY SLIM:**

**SPLIT DECISION:** There are about five different ways to evade the guards in the cell block – this one being by far the most eye-watering.

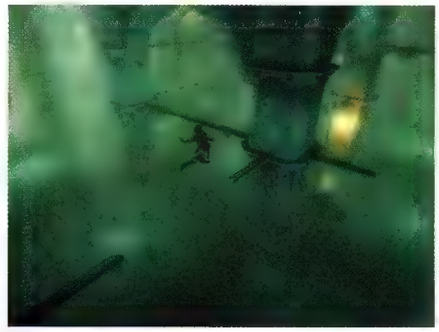
▶ killing most of the palace's inhabitants (well, transforming them into demon soldiers). The only survivors are the Prince, the Vizier and the Maharajah's pretty young daughter Farah – who becomes an ever-present companion during the adventure. Using the dagger, you must hoover up all the sand to restore normality and save the kingdom from destruction.

Yadda yadda, plot schmot. The dagger enables you to jump back in time, slow down time and even speed it up. It's the first of these abilities that's the real godsend and a brilliant innovation for the often rage-inducing platform/adventure genre. The palace is littered with life-sapping traps like spiked pits, rolling buzz saws and food blender blades. Also, more often than not you'll find yourself clinging to ledges hundreds of feet above the floor, getting set to attempt some ridiculous 'run along wall, jump off wall to another ledge and, as it crumbles, jump again to grab trapeze' move. Obviously, there are plenty of opportunites for snapping your neck and seeing the Game Over screen, then. The later stages can be devilishly hard, testing your finger dexterity to the maximum and forcing you to think at the same time. Ugh. But with a simple tap of the L2 button you can reverse any life-threatening slip-ups and give it another go. Marvellous.

You only have a finite amount of time-altering sand, though, and hence only a limited number of stabs a particular section. To top up your sand meter (which you'll find in the top left corner of the screen) you need to win fights against the demon hordes. Taking them down involves button-bashing swordsmanship and once they're on the deck, thrusting the dagger into them to suck up

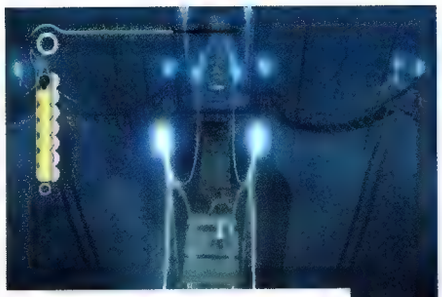


**VA-VA-ROOM:** Yet another impressively huge chamber with p erilous crumbling beams to negotiate.



**FRANCING QUEEN:** Just like Pires himself, the prince is never anything but theatrical when making a dive.

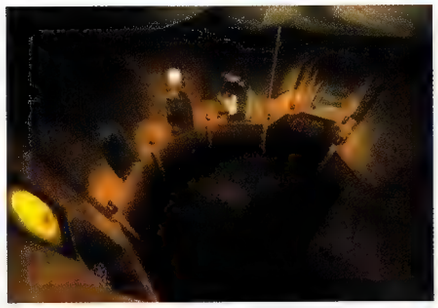
**LIGHT OF FANCY:** Looks lovely, doesn't it? There's no time to admire the view, though.



**BRIDGE RACER:** Scuttle up to the central podium to drink the water and enhance your health bar.

**OF SLICE AND MEN:** Using the dagger, you can turn enemies to stone then split them in two. A good excuse for some great effects.

**TRAP OF LUXURY:** The palace is choc full of spiky objects designed to puncture holes in your nether regions.



**PIT AND POLISH:** Where would we be without the 'jumping onto a rope above a spiked pit' move, eh?

## NO PAIN, NO GRAIN

We've been hearing complaints from several of our esteemed colleagues that *The Sands Of Time* is too hard in the later levels. Piffle. Yes it's taxing, sometimes very much so, but you wouldn't want to have it too easy, would you? They must be scared of heights and pits of spikes. Requiring both thought and dexterity, here's one of the later puzzles, take a butchers and decide for yourself.

**SEER AS FOLK:**

**SCRAP AND TICKLE:**

**A TOUCH LEFT:**

**HANNIBAL REFLECTOR:**

**BAT SLATER:**

**HAZE OF GLORY:**

**SAW PLAY:**

their lifeblood, the sand. Fail to use the dagger and they'll re-spawn, which becomes irritating very rapidly. In fact, the combat isn't the best aspect of the game. There are some neat moves, like leaping over enemies' heads and prodding them in the tush, and using the dagger to activate lightning multiple attacks or Bullet Time s l o w - m o scrapping.

### INSIGHT

The Persian Empire reached the height of its power and influence around 500BC under the leadership of King Darius I. So that would make him something of a *POP* idol. OK, the taxi's coming...

providing enough of a challenge to engage your brain without being so tricky as to have your cerebral cortex dribbling out of your lobes. Take a gander at the 'No Pain, No Grain' box for one of the best of them.

Despite some minor irritations with the generally-efficient camera and the repetitious nature of the combat, everything adds up to

## "THERE ARE SOME NEAT MOVES HERE, LIKE LEAPING OVER THE ENEMIES' HEADS AND PRODDING THEM IN THE TUSH"

However, fighting becomes more of a drag than a delight as you get further into the game.

In addition to all the dangerous prancing around and thwacking of the undead, there are some fiendish puzzles to crack. This is where the foxy Princess Farah comes into play. Getting through many of the sections requires two people and CPU controlled Farah's no slacker. For example, she'll toddle off and hold down a lever while you dash through the gate that the lever opens. She's also a scrawny little wench and can worm her way through tight cracks that the Prince can't squeeze into. On the whole the difficulty level of the puzzles is well pitched, make for one of the finest adventures of the year and certainly one of the best looking games on our console. All manner of particle effect and lighting trickery are used and the epic scope and scale of the dazzling palace enhance the sense of Arabian Nights wonder. The plot and dialogue are none too shoddy either, with a will-they-wont-they love story going on as an aside to the main chestnut of saving the world.

In short, this pisses all over Lara Croft's rug. Don't wait for 'What The Persians Did For Us', go play this princely title. **PSM2**

*Prince of Persia makes a timely arrival in November. We suggest you make 'time' for it.*

## THE ARTIST'S CHOICE

1 **JAK 2**
The current undisputed King of the platformers.

**PRINCE OF PERSIA**
Visually it shines like the North Star and is a royal treat to play. Slightly dodgy combat, though.

**BEYOND GOOD & EVIL**
It's quirky, innovative and French and uses the same game engine as Persia. Deserves your attention.

## PSM2 VERDICT

**GAMEPLAY**
+ A dynamic array of gymnastic moves and intuitive controls.
- The combat gets tiresome and later tasks are extremely taxing

**GRAPHICS**
+ Outstanding environments and character animation.
- The camera occasionally freaks out and disorientates you.

**SOUND**
+ Solid voice acting and acceptable background music.
- The bad guys aren't scary enough. Needs more groaning.

**LIFESPAN**
+ It's a sizeable beast with cavernous levels and epic puzzles.
- It can get soul-crushingly hard later on.

**OVERALL**
**Visually stunning and challenging, but delightful to play and genuinely innovative in parts. This a worthy addition to the *POP* stable.**

**87**

**REGAL**

**RON TRUE VOICE:** Every so often, you get a little cut-scene of your ginger team mates dancing about in the stands. Nice touch.

**POP WIZ:** One special involves batting the ball hoopwards with your broom. Risky...

OUT UK now

# HARRY POTTER: QUIDDITCH WORLD CUP

## In the words of Barry Manilow: 'Could it be magic? No!'

**REVIEWER:** Joel Snape

**Ah, Quidditch. The roar of the crowd. The smack of a perfectly-aimed bludger. The feel of slotting a quaffle home. The thrill of chasing the snitch. There's a reason they call it the beautiful game. Oh, actually, wait – that's football.**

Okay. Don't worry if you don't know what we're talking about – Quidditch gets pretty complicated. It's probably best if you think about it as football, only on broomsticks, in the air, with three goals. Now imagine that in this 'special' version of football there are two 'bludgers' (cricket balls, say), that the teams' 'beaters' can throw at the other players to put them off. *Now* imagine that there's also a tiny, fast-moving sentient 'ball' (perhaps a mouse or bee) that automatically gives you fifteen goals and ends the game when one of two special 'mouse-catchers' (or 'seekers') catches it – that's the snitch. Spotted the flaw in that reasoning yet? Well, obviously, it's that *nothing matters except the mouse*. There's no point in scoring goals – you might as well just attack the other team's mouse-catcher and pelt him with cricket balls.

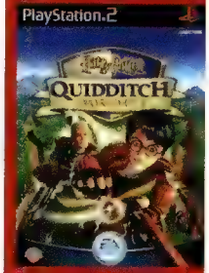
Thankfully, EA's realised this, so their version of Quidditch makes slightly more sense. It's divided into two parts – the match, and the climatic chase for the snitch. In the match, scoring goals is secondary to building up boost, which you do by stringing together combos and doing special moves. Occasionally you get the chance to launch a bludger, which gives you control of it as it chases the other team – a direct hit drains their boost and gives you possession. Matches can last anywhere between two and twenty minutes, but when the two boost bars at the top of the screen meet it's time to chase... that... snitch! Here, it's down to two players in a sort of driving game where the object is to stay on the snitch's path. Boost helps if you've got a massive advantage, but otherwise the game's ultimately down to this chase – so if you're great at Quidditch but crap at driving games, you'll lose every time. It's like playing *PES* then deciding the winner by playing *Wipeout* with a two-second head start for every goal you score. Only slightly less good.

**"IT'S LIKE PLAYING *PES* THEN DECIDING THE WINNER BY PLAYING *WIPEOUT*"**

The other problem with *Quidditch* is that everything feels insanely random. It's all massively dramatic, what with the operatic music and the people swooshing about on broomsticks, but the not-quite-3D movement makes it maddeningly difficult to pass with any precision. However long you hold the button down,

### INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  EA
- **PUBLISHER**
  EA
- **GAME TYPE**
  Sports
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-2 Players.
  Memory Card
  DualShock 2

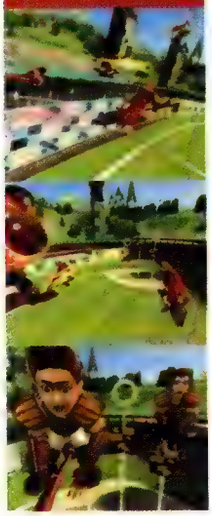



### DETAILS

- Four Hogwarts house teams with characters from the books.
- Ten international teams with their own stadiums.
- More than 60 3D Quidditch cards to collect.

## IMPACT POINT

The Gryffindor team move is something special. Fred and George juggle the bludger up the field, smack the opposition keeper out of the way and Angelina smashes the Quaffle home. It's brilliant! The first three times you see it.



**VOLLEY DASH:** Racking up the combos helps - but you only get the boost by volleying the quaffle through a hoop.

**HOOP! THERE IT IS:** Once you hit the score zone, it's all about hitting a vacant hoop. Easy, eh?

**FLYING TONIGHT:** The music's the same orchestral score as you'll hear in the films.

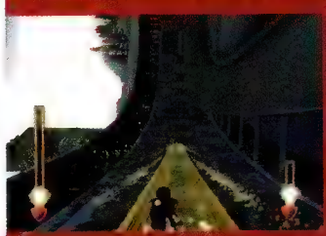
**KRUM AS YOU ARE:** Victor Krum's the only recognisable name at the international Quidditch tournament.

## TEN POINTS TO GRYFFINDOR!

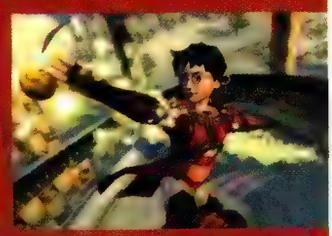
You've assorted minigame, Bludger, special moves and team attacks for stringing together combo passes – or maybe just completely at random, since we can't tell and the tutorial mode never explains the system. Using them isn't exactly brain-witheringly tactical – you dodge when a chance comes your way and do special moves when you reach the endzone. Easy, eh?

**TICK, TICK BROOM:** Brings a special tackle forces you to

**BROOM SHAKE THE ROOM:**



**SNITCH HIKER:** the track bonus boost, but chases take ages.



**GOLD SPICE:** ambition of Harry grabbing it. Not very dramatic.

## "THE NOT-QUITE-3D MOVEMENT MAKES IT DIFFICULT TO PASS WITH ANY PRECISION"

however you 'direct' the ball, most passes end with another player swooping up the centre of the screen to catch or intercept it. Shooting is more accurate, but things still get clogged up around the goal mouth. In fact, the only moves that you can nail with iron-clad predictability are the specials, which always work when they're activated. And you can forget about *NBA Street* virtuosity – they're just miniature cut-scenes, exciting at first but losing impact quickly.

However much you bemoan the airy-fairy game dynamics, any Potterphile's going to love the detail crammed into the wizardly equivalent of a FIFA license. Take the commentary – in the Hogwarts Cup, Lee Jordan and Seamus Finnegan do the honours, with Ludo Bagman and a variety of guest foreigners taking over for the world tournament. The international stadiums are gorgeous, the music's great and Madam Hooch looks exactly like a cartoon version of the mum from My Family. Good work EA, you cynical corporate profiteers.

Ah, *Quidditch*. It might be the best game in the wizarding world, but you'll love it for the pyrotechnics and get bored quickly if you're over twelve. And if someone tells you it's better than football, just explain about Wayne Rooney leaping on a mouse. Squeeeak. **PSM2**

*Quidditch has been zooming above the rooftops on its broom for a few weeks now.*

## HAGRID'S CHOICE

1. **NBA STREET VOL. 2**
   Dancing and dunking action, with none of Potter's fluffy passing troubles.
2. **RED CARD SOCCER**
   Want sparkly balls and crunching tackles? Get the most violent version of the beautiful game yet.
3. **HARRY POTTER: QUIDDITCH WORLD CUP**
   Too woolly for sport purists, but exciting enough for young 'uns.

## PSM2 VERDICT

**GAMEPLAY**
+ They've done well to translate an admittedly pretty stupid sport
- But it all gets massively confusing.

**GRAPHICS**
+ Bright, breezy and fun. Good character likenesses, too.
- Why do the specials have to be so hands-off?

**SOUND**
+ Great music.
- Well, the commentary has to repeat eventually

**LIFESPAN**
+ You have to complete it everyone to get Victor Krum.
- The world tournament's about one solid evening's play.

**OVERALL**
**Not so much a granny-tricker as a granny-pacifier. You aren't going to feel cheated if you buy it, but there still isn't a lot to it.**

**65**

**MUGGLED**

**INFO**
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Cinemaware
- **PUBLISHER** Capcom
- **GAME TYPE** Strategy/action
- **PRICE** £29.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

**DETAILS**
- Unite England by raising an army and kicking King John's royal tush.
- Interact with the Sherwood Forest crew – Will, Marion, Friar Tuck and Little John.
- Action includes bow and arrow ambushes, sword fighting and jousting.

**OUT UK** 28TH NOVEMBER

# ROBIN HOOD: DEFENDER OF THE CROWN

## Will strategy gaming in Sherwood Forest be Hood for nothing, or proper bow?

**REVIEWER:** Nick Ellis

**Merre daye to all ye fair folk and sweaty bulls pizzles to them that supporteth bad King John! Yes, Britain's favourite historical outlaw maketh his appearance on PS2, giving us a fine excuse to down a few jugs of mead and speak in faux olde English – like a twat.**

missing from shinier, beefier games.

After booting the Sheriff of Nottingham out of the province and claiming it as your own, you become embroiled in a battle for control of England. The realm is in turmoil after the controversial crowning of King John and several factions are bidding for power, each occupying a section of the country that's represented on screen by a colour coded map. You have three main concerns – raising cash, recruiting and effectively deploying armed forces, and protecting your land by building castles. The overall aim is to unite England by force and reinstate the rightful monarch, King Richard.

Robin earns gold by ambushing convoys or by making swashbuckling forays into enemy castles. Using this cash, Little John forms armies made up of archers, footmen, peasants, knights and catapults and sends them off to fight and claim new territories. Sir Ivanhoe, is in charge of fortifying your territories and he also competes for fame, fortune and land in jousting contests.

Although perhaps too shallow for hardcore strategy fans, this is curiously enjoyable and quite unlike anything else around at the moment. Definitely worth (Friar) tucking into... **PSM2**

*Steal it from the rich in late November*

**INSIGHT**

*Defender Of The Crown* first appeared 17 years ago on early gaming systems like the Atari ST and Commodore 64. Although *Defender* was acknowledged as Cinemaware's finest hour, they were responsible for classics like dogfighter, *Wings*.

## "UNITE ENGLAND BY FORCE AND REINSTATE THE RIGHTFUL MONARCH"

**Those of you with long enough memories will recall that Cinemaware's *Defender of the Crown* has been around since the Amiga days. What we have here that game with a PS2 upgrade.**

Combining fairly basic turn-based strategy elements with short and sweet slices of arcade action and wrapping it all around an expanded version of the Robin Hood legend, *Defender Of The Crown* is surprisingly captivating and choc full of charisma. It's not the most complex of titles when compared to PC franchises like *Total War*. Neither is it as sizeable or as attractive as many PS2 offerings, but what it does have is that 'hard to put down' quality of gameplay so often

**SILK MAID** Rescue damsels in distress to receive a healthy bounty and an eyeful of medieval bosom.

**BOW SELECTA** The more soldiers that you hit during a tree top ambush, the more loot you'll earn. They fire back, mind.

**NOTTS THE SCORE** At the start of each turn you'll receive campaign updates and then decide who is going to do what.

**BATTLE AND HUM** This is your 'big fight' screen. Each side lines up against each other as though it's a game of chess.

## MARION'S CHOICE

1. **DYNASTY WARRIORS 4** An eclectic mix of strategic warfare and furious combat.
2. **AGE OF EMPIRES II** Superior and subtle strategy gaming. The nearest thing to BBC2's Time Commanders on PS2.
3. **ROBIN HOOD: DEFENDER OF THE CROWN** Simple, but tricky to master. This blend of strategy and action is one of a kind.

## PSM2 VERDICT

**GAMEPLAY**
+ Simple, but addictive with a nice blend of styles.
- It's taxing and can become rather repetitive.

**GRAPHICS**
+ Accomplished FMV and nice action sections.
- It's hardly the sweetest tasting eye-candy in the shop.

**SOUND**
+ Lengthy tracts of dialogue manage to be quite amusing.
- Maid Marion persists in nagging you throughout the game.

**LIFESPAN**
+ It'll take a concerted attempt to finish.
- There's just the one scenario to play through.

**OVERALL**
**Despite its simplistic gameplay, we can't help but feel endeared to *Defender of the Crown*. A brief but absorbing *Risk*-style game.**

**68**

**OUTLAW**

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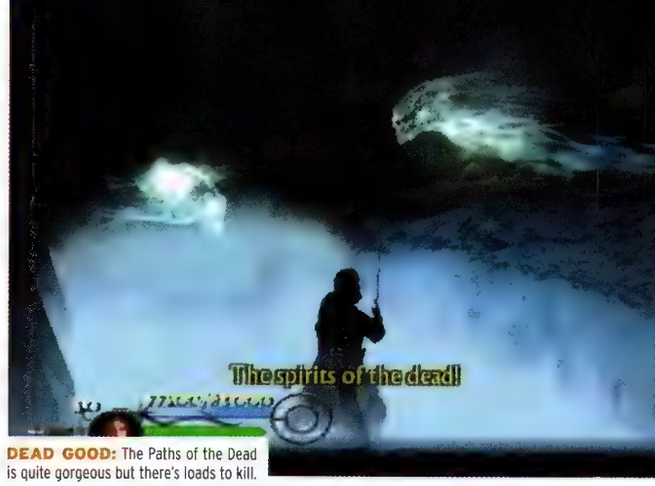


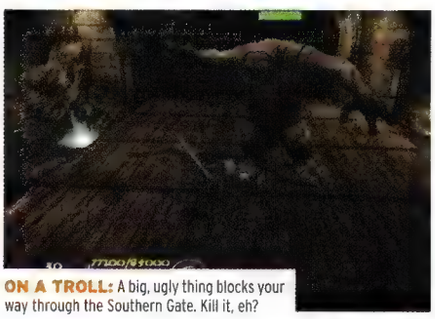

**DEAD GOOD:** The Paths of the Dead is quite gorgeous but there's loads to kill.




**HOBBIT FORMING:** More Gamgee action. You also get to unlock Merry and Pippin later on.

OUT UK NOW

# LORD OF THE RINGS RETURN OF THE KING



**ON A TROLL:** A big, ugly thing blocks your way through the Southern Gate. Kill it, eh?

## And we don't mean Elvish Presley. Ha! See? We've still got it, eh?

**REVIEWER:** Jes Bickham

**Beyond the castle walls *thousands* of Orcs are advancing. Flaming ballista shots arc through the air and explode feet away from you with all the visceral impact of the opening level of *Medal of Honor: Frontline*. To your left, a siege ladder crashes into place against the battlements, but before you can get to the assault troops swarming up it there's the small problem of a band of Uruk-Hai slaughtering your defences and the enormous siege tower trundling up your flank. What's a wizard to do?**

*Return of the King* improves ten-fold over *The Two Towers*. Where that game could be messy, unfocused and infuriatingly designed (the Watcher boss, anyone?), *ROTK* knows exactly what it's doing – and that's plonking you directly into an enormous fantasy war and watching you quiver in excitement.

The basics of the game will be eminently familiar to fans of the prequel – kick the living crap out of innumerable Orcs, gaining experience by doing as much damage as possible. But where it was easy to get through *The Two Towers* by simply hammering the ⊗ button and injecting the occasional parry, the odds are so stacked

**"FLAMING BALLISTA SHOTS ARC THROUGH THE AIR AND EXPLODE JUST FEET AWAY"**

### INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** EA
- **PUBLISHER** EA
- **GAME TYPE** Action Adventure
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, Memory Card, DualShock 2

### DETAILS

- Three paths through the game, mirroring the routes taken by the book/movie Fellowship.
- Co-operative play for two players.
- Plenty of unlockable secrets, including interviews with the movie's cast and lashings of design artwork.

## PLAYING THE FIELD

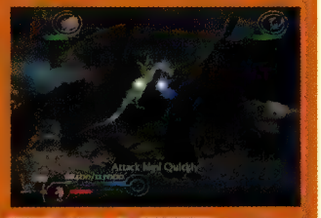
Much of *Return of the King* is properly epic – from defending Minas Tirith to infiltrating Cirith Ungol while an Orcish civil war ensues. But The Pelennor Fields sums it all up – hundreds of Easterlings and Orcs pressing forwards to Gondor while enormous Oliphaunts (cheers, JRR) shake the ground and the Witch King tries to kill Eowyn and Merry. This 'uns really got the lot. Check this out.

**EAST IS EAST:** First things first – you've got to mince 60 Easterlings. Erk.

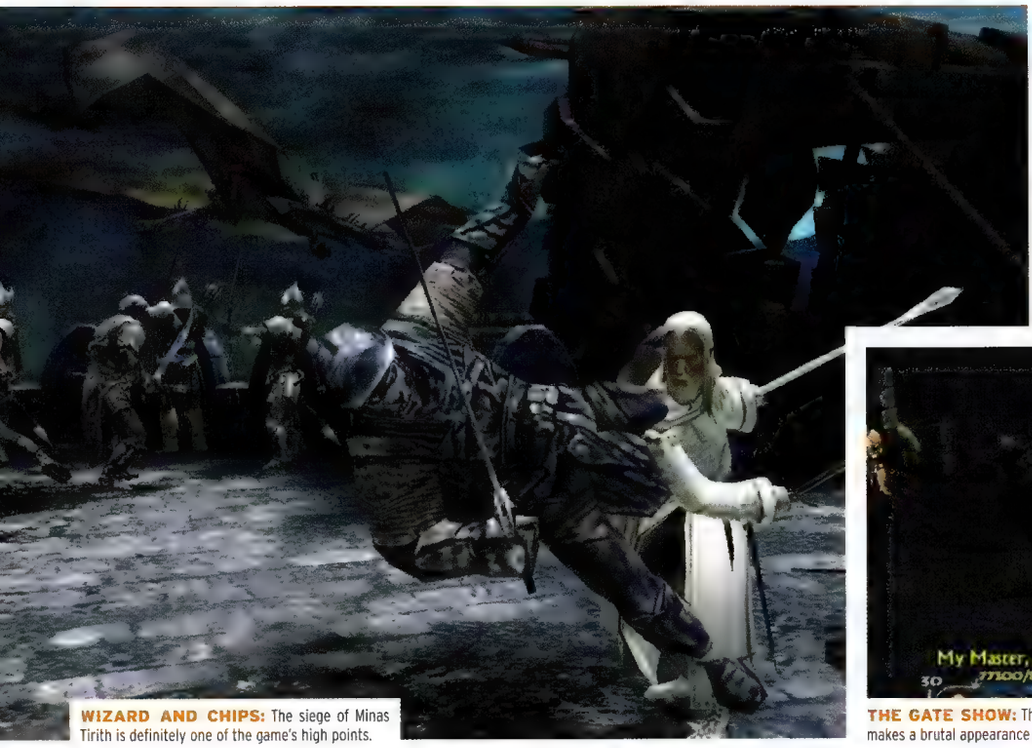
**TRUNK CALL:** Blimey, here come the Mumakil. How are you going to kill them?

**PACHYDERM PERIL:** Using the Ballista to catapult flaming death aloft. Obvious, non?

**THE WITCH IS BACK:** The chief Nazgul swoops in and starts on Eowyn and Merry. Twat.




**RING AND A PRAYER:** Best shoot him then. *And* keep an eye on everything else...



**WIZARD AND CHIPS:** The siege of Minas Tirith is definitely one of the game's high points.

**MAGIC MOMENT:** Gandalf gets medieval on some Orcish ass in Gondor's courtyard.

**THE GATE SHOW:** The Mouth of Sauron makes a brutal appearance at the Black Gates.

against you here that you absolutely *need* to use combos and time your actions, or you'll get hacked to bits quick-sharp. Plus, you'll never do enough damage simply by using your quick attack, meaning that you'll never accrue enough experience to buy many new abilities and skills via the RPG-lite upgrade screen that ends each level. It's a welcome improvement and, given that the game is incredibly hard at times, you're forced to play well to succeed. Which is what good videogames are all about.

And make no mistake, this *is* hard. Until you get the measure of, say, Walls of Minas Tirith, where Gandalf defends Gondor in the scenario related in our opening paragraph, it seems impossible. But, by taking notice of the map, fighting with skill and swiftness and pin-pointing the most vital objectives, the game rewards your hard work with an experience that is hugely intense and utterly enjoyable.

While some of this is down to the difficulty of the game, it's also because it is incredibly well directed. *Return of the King* is properly cinematic, with real drama coded into the overwhelming combat – whether it be Cave Trolls bursting through the gates of Gondor at the least-desirable moment, or suddenly coming across several Ents kicking the living daylights out of marauding Orcs. While the pay-off for these movie-style thrills is a distinctly linear and controlled game, it's never less than a tremendous spectacle and always great fun.

For all the goosebump-raising action, though, there are faults. The game's design means that it gets repetitive – hey, it's *all* combat. All that action means the game takes an occasional frame-rate hit too. Although the three paths through the game – which follow the three groups of the Fellowship – offer welcome variety, you'll still get to the Crack of Doom all too soon. Thankfully, there's huge replay value because you can unlock secret characters and, once completed, the game allows you to take any levelled-up character through any path. There is a welcome multiplayer component present in the co-operative mode too, and although the PAL version of the game lacks any online capacity (unlike the US version), playing with a mate is always more fun than playing with a faceless Troll a thousand miles away. PSM2

Return of the King *is storming your ramparts round about now*

## "YOU'LL QUIVER IN EXCITEMENT IN THE CENTRE OF AN ENORMOUS FANTASY WAR"

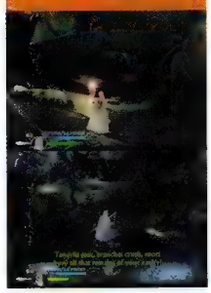
### INSIGHT

Many of the film's actors recorded dialogue especially for the game. Ian McKellen in particular offers plenty of Gandalf-speech, narrating the complex elements of the story between levels.

**WHAT A CADAVER:** The King Of The Dead is a tough nut to crack. Remember to parry.

## IMPACT POINT

It's all hugely cinematic, but The Road To Isengard really clinches it. The brilliantly atmospheric Fangorn Forest level is creepily rendered, and full of brilliant touches – the Ent attack, blowing up archery towers, seeing Orthanc tower in the distance. Magical...



## SMEAGOL'S CHOICE

1 **DEVIL MAY CRY**
Constant combat enlivened with spooky thrills and visuals to die for. Classy and cracking.

2 **RETURN OF THE KING**
An expert use of an enormous licence – thank heavens EA didn't make a wishy-washy RPG, eh?

3 **THE TWO TOWERS**
A charcoal sketch to *Return of the King*'s vibrant oil painting. Great fun in places.

## PSM2 VERDICT

**GAMEPLAY**
+ Brilliantly intense, epic-scale combat.
- Can get terribly repetitive.

**GRAPHICS**
+ Magnificently detailed, brilliantly animated.
- All those lovely effects sometimes obscure the action.

**SOUND**
+ Got a surround sound set-up? You'll be amazed.
- Legolas doesn't sound much like Orlando Bloom...

**LIFESPAN**
+ Immense replayability.
- Disappointingly slight on the first run-through.

**OVERALL**
A tremendous achievement. Genuinely exciting and immersive, but not without its faults. A hack-'n-slash treat, if slightly repetitive.

**84**

ROYAL

**INFO**
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Frontier
- **PUBLISHER** Sony
- **GAME TYPE** Action Adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

**DETAILS**
- 18 locations set over three different towns.
- 20 different breeds of dog to control.
- Digging, herding, racing and tug o' war minigames.
- Smell-o-vision.

OUT UK NOVEMBER

**RUFF 'N' TUMBLE:** The dog talks in an American accent, but the humans just don't understand. Timmy's in the *well*, dumbass...

**WOOF JUSTICE:** You can sneak up and frighten this hippie by barking, but you can't make him jump in the water. Lazy, Frontier...

# DOG'S LIFE

## If you wanna be the best, and you wanna beat the rest– defecation's what you need. Wa-wa-waaa...

**REVIEWER:** Joel Snape

**Pharrrp. Hoo! Now pick it up! Pick up the poo and throw it at the man! Now wee on the skunk! Now throw the skunk at the poo! Tee-hee! For exactly ten minutes, *Dog's Life* – even if you aren't a tiny child – *is the most fun you've ever had.* More specifically, it's the ten minutes of wild experimentation between the point where you find the 'Fart/Poo' special move and the point where you exhaust every possible comedy avenue involved.**

Can you pick up your own chocolate steamers? You can! Can you throw them? Result! Can you make the farmer step in them? Hurrah! Can you throw the chickens in the river and scare the horses? Yay! Can you savage small children? Well, no. That'd be horrendous.

Unfortunately, compared to the freewheeling larks of pissing on a butcher's sink, the rest of the game's crashingly linear. The general idea's to get bones (tee-hee!) because bones make you stronger and more able to beat other dogs in the illegal dogfights. Er, we mean 'tests of strength'. And that's important, because thanks to some sort of canine hypnosis, beating another dog in a biscuit-collecting race gives you the power to *control their mind.* What follows is a sort of relaxing amble after your kidnapped friend Daisy, as you force smaller dogs to do your bidding, collect purple scents and occasionally get distracted by butterflies. There's a black and white smell-o-vision mode for tracking people, finding hidden bones and checking out other dogs' arses, but after the initial fun there's very little to it. Take the other dogs, for instance – some can squeeze through small gaps or jump higher than you, but you only ever use them to solve one specific problem. Apart from pre-scripted events, you get very little leeway to influence the people around you – for instance, you'd expect the dog-hating shop assistant to at least *react* when you lay a filthy curler in the catfood aisle.

Let's face it – being a dog must be brilliant. You get to herd sheep, chase rats, fetch things, dig stuff up and... well... yes, you get to do all of those things in *Dog's Life*, but it's more fun to act like a 'proper' dog – upsetting bins, nicking food, chasing cats and knocking over skiers. In that respect, this is a fairly undemanding toybox. Still, if turdular fun's what you're after, you'd be better off with a fake plastic bum cigar and an unsuspecting cake shop. Tee-hee! PSM2

*Dog's Life will be straining into stores soon*

**INSIGHT**

*Dog's Life* has been developed under the direction of David Braben, semi-legendary bloke behind Elite and Frontier – arguably the space-based predecessors of go-anywhere, do-anything toybox gameplay.

## "THERE'S A SMELL-O-VISION MODE FOR CHECKING OUT OTHER DOGS' ARSES"

**SPOT UNDER THE COLLAR:** Certain dogs are slighty better swimmers than our Jake.

**FEATHER REPORT:** It's not all just mindless fun - some missions actually demand that you menace pigeons.

**POOCH'S CHOICE**

1. **DEAD TO RIGHTS** Savaging people, squeezing through gaps and pushing switches? *Good* dog!
2. **WALLACE AND GROMIT** Saving sheep, liking cheese and flying a plane? *Weird* dog.
3. **DOG'S LIFE** Sniffing ass and taking names – except without the name-taking bit. Doggy fun, but not for very long. *Perverse* dog.

**PSM2 VERDICT**

**GAMEPLAY**
+ Landing a brown trout on someone's porch just feels so right.
- Not much depth and very linear. And that's not just the turds.

**GRAPHICS**
+ Lovely combo of smell-o-vision and grassy pleasantness.
- The camera thinks you need to see a wall more than dog.

**SOUND**
+ Dude, he said 'bone'! The ambient guitar music's oddly relaxing.
- The dogs are all chirpy. The people are all yokels.

**LIFESPAN**
+ Plenty of distractions - like cable-laying and chasing cats.
- The main game scarcely takes a day to complete.

**OVERALL**
**Gentle, non-taxing fun for people with weak hearts or slow reactions. How about a Doberman Pinscher sim next time, eh? Grrr...**

**55**

DOG'S EGG

WHATEVER
PlayStation 2
To be a world-class rally driver, you have to do whatever it ta
Sometimes, that means you do exactly what your navigator sa
Other times, you just have to stab it and steer.
uk.playstation.com
fun,
anyone?
PlayStation 2

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# WWE SMACKDOWN! HERE COMES THE PAIN

Nice to get a warning. Means you can get out of the way. But with the size of these guys that's not always possible...

**REVIEWER:** Tom Mayo

**The *Smackdown* games are fundamentally flawed. Yup. Entertaining, loyal to their source, but so far – fundamentally flawed. But to our surprise and delight, this fourth instalment, *Here Comes The Pain (HCTP)* has actually addressed an awful lot of those flaws. We'll explain.**

The changes are simple: smaller wrestlers physically can't lift the big brutes, repeated attacks on specific body parts will gradually wear them down and individual wrestlers have been assigned stats to represent their real life strengths and weaknesses. It seems so obvious. What we're getting here is what we deserved years ago, and, at last, they've finally fixed it.

As you'd expect, there's a fully updated roster, with Goldberg, Rey Mysterio, Ultimo Dragon, and the 'new' style Rock. Kane is unmasked, but admittedly still has his old music. It's impressively current, and even though some of the lesser-known wrestlers are missing, the ones that are here seem more real than ever. To a large extent, that's down to the move list, which has been flooded with subtly different versions of the same move. It means that each superstar has an almost unique set of moves, but if you wanted to create a wrestler who's repertoire was entirely his or her own, you're still going to struggle.

## "YOU'RE PART OF A WWE STORY, WITH ALL THE HAMMY MELODRAMA AND ROMANCE"

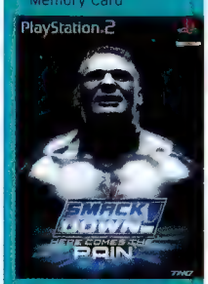
Speaking of the Create A Superstar (CAS) system, this time around none of it has to be unlocked (well, apart from some moves), and there's the same staggeringly, almost overwhelmingly vast array of factors to be tweaked for hour after hour. It's not enormously different to *Shut Your Mouth*, but is capable of producing wrestlers who are either rainbow-hued freaks of nature or who convincingly slot into the existing roster, as your whim takes you.

**HELL-ICOPTER:** You can grab hold of its dangling ladder and land on your foe. If you like.

**THIS TIME:** Re-stage recent PPVs and end them properly. With Goldberg winning, basically.

### INFO

- **CODE TESTED** NTSC (UK)
- **DEVELOPER** Yuke's
- **PUBLISHER** THQ
- **GAME TYPE** Wrestling
- **PRICE** £40
- **ESSENTIALS** 1-6 Players (with Multi-tap), DualShock 2, Memory Card




### DETAILS

- New grappling system with more moves, more realistic wrestlers, up to date entrances and location-specific damage.
- Dozens of match types and arenas. 60+ wrestlers to choose from.
- Best season mode yet, with storylines created by WWE writers.

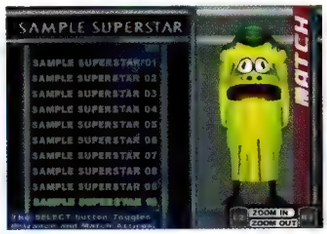
# WWE SMACKDOWN! HERE COMES THE PAIN

"BRA AND PANTIES"

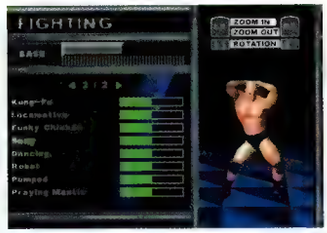
**BLAST FROM THE PAST:** Ah, if only the ECW were back again. We can dream, right?

## IMPACT POINT

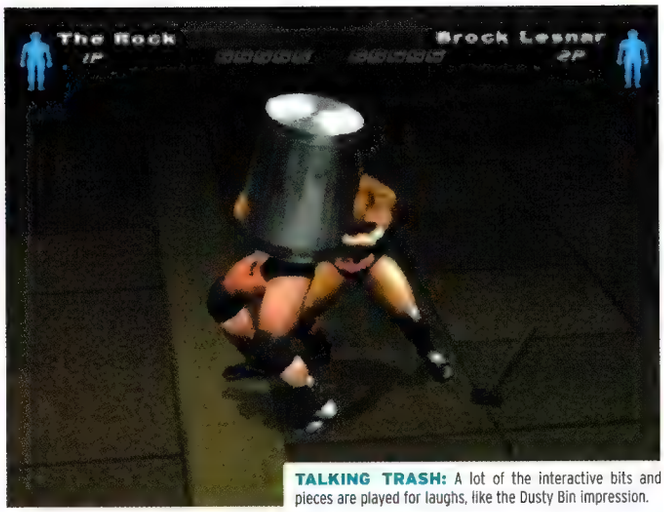
There's a whole subculture of people who create their favourite (absent) wrestler using CAS. Here are a couple of finishing moves you might recognise.




**LEAP OF FAITH:** Would you wrestle dressed like this? No - really. No, we mean it. Really. Look.




**SEX BOMB:** Thinking about it, that's not the name of a finishing move, but it SHOULD be.




**TALKING TRASH:** A lot of the interactive bits and pieces are played for laughs, like the Dusty Bin impression.

## "MACMAHON IS MAKING LIFE TOUGH, BUT WRESTLEMANIA GLITTERS IN THE DISTANCE"

You have the usual plethora of moves for every context and mood (running, ground, turnbuckle, etc), but now have four times as many standard grapples, accessed by pressing a direction and ◎ instead of just plain old ◎. A huge problem with previous games was the feeling that you were repeating the same moves ad infinitum, and this has been reduced.

So, you've got your wrestler, you've started season mode, and for the first time ever, it actually feels like you are part of a WWE storyline, with all the hammy melodrama, romance, and back-stabbing that entails. It's marvellous. You earn money to buy extra wrestlers, costumes, move lists, arenas and experience, with which you can gradually improve your stats. Life is tough, and MacMahon is making it tougher, but Wrestlemania glitters far away in the distance...

### INSIGHT

Sometimes the ref will get knocked over, or out. If he doesn't see you using a chair, for example, it technically never happened. Your opponent might disagree when you DDT them onto it, though.

Even if you tire of season mode, there are literally dozens of match types to delve into, with up to five friends. TLC, Lumberjack and Cage are now joined by Elimination Chamber, First Blood, and Bra and Panties. Oh yes. Bra and Panties.

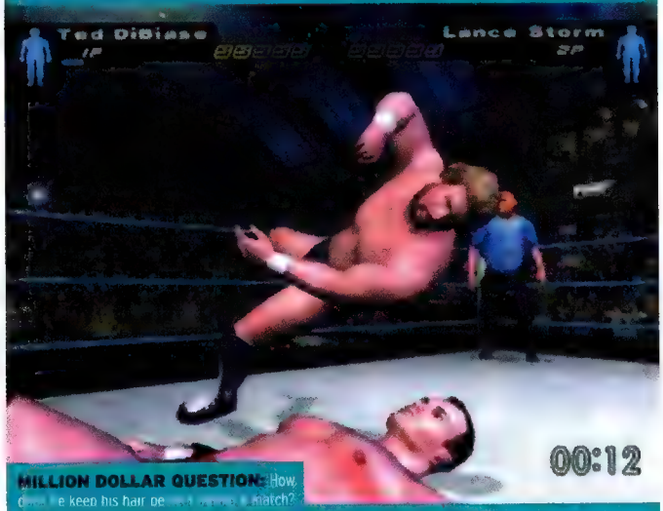
The backstage areas have been simplified and simultaneously expanded – you don't wander around if you don't need to (thank God). But if you do, there are loads of interactive elements to the scenery to damage and get a chuckle from. Seriously, you could spend hours just experimenting back there. What with all the various tables, ladders, chairs and other weapons floating around, and offering multiple strikes and grapples, it's a very deep system. In fact, we'll tell you what it is: the best wrestling game we've ever played, bar none. **PSM2**

*HCTP has your games store clerk in a figure four leg-lock now.*

## OLD SCHOOL

Long time wrestling fans will be delighted to learn that ten classic wrestlers have been included. Five are initially available (Hillbilly Jim, The Iron Sheik, Nikolai Volkoff, Roddy Piper and George 'The Animal' Steele) and six more you have to buy in season mode (Jimmy Snuka, old school Undertaker, Ted DiBiase – the Million Dollar Man, Sgt Slaughter, Hawk and Animal). No Ultimate Warrior, of course, since he's signed an exclusive deal with the next Legends of Wrestling game.

**TAP OUT!**




**MILLION DOLLAR QUESTION:** How [illegible] keep his hair [illegible] match?

**OLD SCHOOL:** [illegible] to pretend he wasn't dead. Man walking. Bless.

**DOOMED:** [illegible] great tag team, the Dudley Boyz.

## HITMAN'S CHOICE

1 **SMACKDOWN: HCTP**
Simply the best wrestling game you can buy. You like wrestling? Buy it.

2 **DEF JAM VENDETTA**
Featuring colourful characters, outlandish finishing moves and a solid game system.

3 **LEGENDS OF WRESTLING 2**
Horribly cheap looking at times. It has a great grapple/counter system though.

## PSM2 VERDICT

**GAMEPLAY**
+ All the updates you could ask for – nearly.
- Only a few more wrinkles to iron out.

**GRAPHICS**
+ Uncanny likenesses and smooth animation.
- Ropes and arms sliding through heads, etc.

**SOUND**
+ Very nearly up to date entrance music
- No voiceovers, despite the promises.

**LIFESPAN**
+ Satisfying season mode and frantic multiplayer.
- No real downside. Fill your sparkly boots.

**OVERALL**
We were hoping it would be good, but didn't realise it would be this good. There are niggles, but the total package is very impressive.

**88**

**SLAMMING**

**INFO**

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Dimps
- **PUBLISHER** Atari
- **GAME TYPE** Fighting
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, Memory Card, DualShock 2

**DETAILS**

- Three-four fighters.
- Eight arenas – with plenty of smashable bits.
- New 'Dragon World' exploration mode linked to collecting cards and special abilities.
- Training, World Tournament and Duel Modes.

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# DRAGON BALL Z: BUDOKAI 2

## Gokuuu! Vegetaaaa! Gohaaaaan! It's all over bar the shouting.

REVIEWER: Joel Snape

**For anyone unfamiliar with DBZ, here's how it works. Goku and his pals (the pervy Turtle Master, bald munchkin Krillin, surly alien Piccolo, etc) live in Dragon World and every so often someone turns up who's supposed to be the hardest fighter in the entire galaxy. They then beat the entire gang up for hours. Fights in the cartoon tend to last several episodes, with characters spending more time SHOUTING REALLY LOUD than actually hitting each other. Then, through a combination of courage, teamwork and suddenly discovering that one of them can turn into a giant monkey, the heroes win. Then someone *even harder* turns up. And so on.**

*Budokai 2* isn't quite that dramatic. Nobody turns into a giant monkey, for a start. And instead of the shouty cut-scenes in the last game, the plot's explained via the map screen, where the heroes bounce about in search of their next scrap. The tactical element is a nice idea, but in practice it just means you have to fight every character three or four times, with irritating pauses in between. Most of the story's the same as last year's game too, with the only addition being the Majin Buu saga - making for a grand total of about six genuinely new characters.

What *DBZ does* get right is the fighting. The combo system's pretty simplistic, but it allows for juggles, encourages side-steps and rewards blocking. More importantly, it's possible to kick people through buildings and pull off the show's insanely overdone Ultimate moves – combo-finishers that come with anything up to thirty seconds of preset animation. This time, it's also possible to do 'fusions' where two characters merge to create one super-character. But don't get too excited – it's just a special move and there's no tag-team element involved.

For anyone unfamiliar with DBZ, *Budokai 2* probably isn't going to convert you to the ways of Kame'Senin. It's certainly fast and brash, but the tactical element is weak and plodding about looking for rare cards doesn't constitute a proper quest mode y'know. But, if you get a little twinge of excitement when you hear somebody going 'Ka... me... ha... me' – well, you're probably going to love it. Haaaa! PSM2

**INSIGHT**

Dragon Ball creator Akira Toriyama's also worked on games like *Chrono Trigger* and *Dragon Warrior*. The cartoon's peppered with comedy names, like the two wizards who created Buu - they're called Bibidi and Babidi. Bibidi, Babidi, Buu, see? Look, try singing it.

**THAT'S SAIYAN SOMETHING:** Ultimate moves last anywhere up to thirty inputless seconds or so.

**KRILLIN IN THE NAME OF:** It always comes down to the tiny folk in the World Tournament - can't hit them with high moves, see?

**GOHEN, GOHEN, GONE:** Get used to this view - you'll spend a long time sproinging around searching for your balls. Snigger.

**RUBBLE AND STRIFE:** The building-smash moves look amazing on the first go, but they're the same every time.

**SUPREME KAI CHOICE**

1. **SOUL CALIBUR 2** Fighting doesn't get any better. It's complicated, but worth the effort.
2. **MARVEL VS CAPCOM 2** OTT specials ahoy! No other game pits flaming zombies against a maraca-playing cactus.
3. **DRAGON BALL Z: BUDOKAI 2** The graphics are better, but there's not much else to recommend this over the original.

**PSM2 VERDICT**

**GAMEPLAY**
+ Feels like a proper DBZ fight, even if you aren't always involved.
- Fairly basic compared to the likes of *Soul Calibur*.

**GRAPHICS**
+ Crispy, balloon-bright cel-shading and great animation.
- The world map screen is a bit on the dull side.

**SOUND**
+ Sounds like the proper voice actors and the music's great.
- Could do with a bit more mid-match shouting.

**LIFESPAN**
+ Hundreds of capsules to collect and plenty of characters to find.
- Fighting the same characters dozens of times isn't clever.

**OVERALL**
**Loud, colourful and lots of fun. A decent fighter but only massively exciting if you're already into the whole DBZ thing.**

**70**

CHOP-SOCKY

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# CELEBRITY DEATHMATCH

## Radically redefines the meaning of the word 'celebrity'.

**Hilarious! Ron Jeremy just produced a chicken from his pants and hit Carrot Top with it. It's a cock, see? Or is it a pecker? In the absence of actual digital genitalia, this is the kind of humour you can expect from *Celebrity Deathmatch*. Worth a brief, wry chuckle, perhaps, but only once, and no more. And who the hell is Carrot Top?**

*Celebrity Deathmatch* is entertaining for five minutes. Less if you're a *Smackdown* devotee (and with *Soul Calibur 2* around this is immediately redundant anyway). The fighting system is as competent as you might expect from an undemanding comedy brawler, but any enjoyment that the game offers is only found in each character's specific attacks. Examples? Tommy Lee downing some Jack Daniels and utilising its flammable nature to spew out fire, or Anna Nicole Smith thrusting her grotesquely distended dirty pillows into Mr T's face. Kerr-azee.

Nothing here is particularly inventive. Most of the moves are lowest-common-denominator stuff either charmlessly gory (pulling off a leg and beating your opponent with it) or unsurprising (Dennis Rodman, get this, hits people with a basketball). The few instances where things are inventive, such as Marilyn Manson conjuring up an imp that drags your quarry down to hell, quickly tarnish with familiarity. It's a cock. See?...

This is a one-joke game based on a briefly amusing MTV space-filler. The create-a-celebrity mode enables you to fashion your own Z-lister, but it adds little to an already listless experience. Ultimately, *Celebrity Deathmatch* is worth a brief post-beer chuckle, but nothing more. **PSM2**

*CD is fighting for your cash right now.*

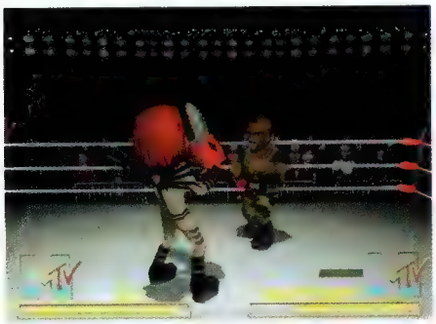
**INFO**
- **DEVELOPER** Big Ape
- **PUBLISHER** Take 2 Interactive
- **GAME TYPE** Beat-'em-up
- **PRICE** £39.99

**DETAILS**
- Over 15 'celebrities', most of whom even Hot Stars magazine wouldn't touch.
- Characters take visible damage throughout fights.
- Create your own celebrity wrestler.

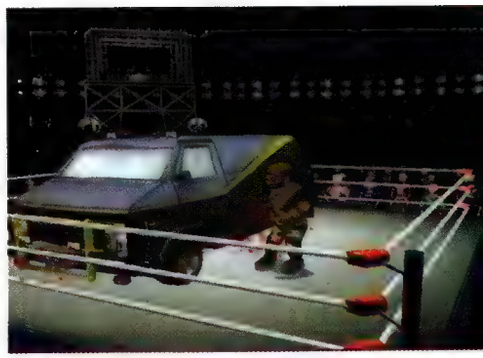
**OVERALL**
Basically solid, but unamusing and essentially pointless. There's simply no reason at all to spend your hard-earned readies on this.

**33**

**Z-LIST**



**ESTHER MANSON:** He's possibly the best character due to his entertaining fatality move. But that's faint praise indeed.



**VANSIZE ROOSTER:** Mr T. polishes off his opponents by dropping the A-Team's van on their heads. Hahahahahahaha. Etc.

**ANNA FROM HEAVEN:** Anna Nicole Smith is a filthy little beggar. Here she sits on Tommy Lee's face. As you do. Sheesh.

OUT UK NOVEMBER 28TH

# BLOODY ROAR 4

## 'And I want... And I need... And I lust... Animal!' Now if only Def Leppard made a beat-'em-up...

**Sheffield's finest's perm-rock anthem probably wasn't proposing the inclusion of half-human half-animal characters in beat-'em-ups, but we think that Joe Elliot and co would like the sentiment of the Bloody Roar series anyway. Debuting on PS one back in 1997, the 'Roar's spin on this most over-subscribed of genres is that your chosen fighter is able to morph into a ferocious creature mid-battle to perform an, um, 'beastility'?... Look we don't make this crap up.**

Unfortunately, the fourth bout offers little more than the admittedly entertaining *Bloody Roar 3* does (PSM2# 11, 79%). What you're getting for your forty nicker is a slightly polished game with three new characters – including a short-skirted lass called, ahem, Nagi The Spurious – plus a 'Career' mode and the inclusion of blood.

The Career mode is rather tedious and frequently baffling. The idea is that you guide your fighter around a map, stopping at each marker for a quick scrap which, if won, will earn you DNA points and upgrades. You can then equip up to 12 of the upgrades and fashion your own unique fighting style. Yes, the fighting is of a high calibre (but not *Soul Calibur* calibre) and the animal-morphing highly amusing but unless you're a die-hard *Roar*er, this isn't enough of a step up to warrant splashing the cash. **PSM2**

*Roar your heart out from November 28th*

**INFO**
- **DEVELOPER** Hudson Soft
- **PUBLISHER** Konami
- **GAME TYPE** Beat-'em-up
- **PRICE** £39.99

**DETAILS**
- Nine game modes, including Arcade, versus and Career.
- 17 characters – all with beastly alter egos.

**OVERALL**
The beastly battling remains in peak condition, but number four does nothing more than three. And the new Career mode is rather daft.

**68**

**BESTIAL**

**FOREST CLAW:** All the better to maul you with, my dear. Wolfie is tekken no prisoners with that manicure.

**HUMAN GRAPHIC:** The fighters look rather weedy in their natural guises, but it's a different story once they transform...

**TIGER GOODS:** Long is one of the hidden characters and his tiger form kicks serious ass. Best not to get in his way.

OUT UK NOW

# ROLLING

Like a packet of rusting disposable razors, the blades on this are blunt.

REVIEWER: Nick Ellis

**Formerly the property of Rage Software, this inline skating extravaganza was snapped up by SCi earlier in the year when the doomed Brit publisher was forced to sell off its assets. SCi really shouldn't have bothered. Rolling already feels horribly dated and with the current crop of extreme sport titles demonstrating both refreshing innovation and considerable flair, this is going to find itself occupying a bargain bin faster than you can say 'only shandy drinking nonces wear kneepads'.**

The format is pure *Tony Hawk's 3*. Choose from a selection of pros or create your own skater then lead them on a ten level tour, ticking off goals within a set time limit as you go. Goals include collecting symbols that have been scattered around the levels, copying the tricks that other skaters pull, nailing combos for the camera and nabbing high and 'ill' scores. Yes, that's ill, not sick scores.

Aside from a lack of originality and the superior competition – *Aggressive Inline* is far better - *Rolling's* fundamental problem is its innate dullness. The control system and level format is filched straight from *Hawk* and as such the game is way too easy for experienced pro skaters. Everything from grinding to linking tricks with the revert-to-manual move corresponds to the Activision title. We whisked through the opening five levels in a few hours and won gold in the two competition levels that we'd unlocked. So if it's too easy for the people that this game is blatantly aimed at, who else does that leave? The hard-core rollerblading fan?

On a positive note, the way you build up your chosen blader is pretty neat. Each stat bar grows only by busting related tricks and racking up points. Likewise, you unlock new levels when you're reputation grows and your reputation – expressed as a percentage – only grows by ticking off the level goals. A new slant certainly, but scant compensation for the all too familiar gameplay, the blocky graphics and generally drab levels. The lesson here, SCi, is don't get it on with other publisher's sloppy seconds. PSM2

Rolling's rollin' into shops right now

## INSIGHT

In addition to the game itself you get an hour of live-action footage of pro bladers strutting their stuff. It's all good action and there are some nasty but amusing face-mashing bails. Check it out on this month's DVD.

## INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Rage
- **PUBLISHER** SCi
- **GAME TYPE** Inline Skating
- **PRICE** £29.99
- **ESSENTIALS** 1-2 Players, Memory Card, DualShock 2

## DETAILS

- 21 licensed skaters, including Jon Julio and Fabiola da Silva.
- Ten 'street' levels and a skate park editor.
- Master 250 grind, grab, spin and flip tricks.
- 40 music tracks from the likes of The Hives and Chuck D.

## BLADE'S CHOICE

1 **TONY HAWK'S UNDERGROUND** We're loving the latest in everyone's favourite sidewalk surfing series.

2 **AGGRESSIVE INLINE** Superior skating from Acclaim. Huge, entertaining and engrossing.

3 **ROLLING** Turgid street sport sim that takes too much 'inspiration' from THPS3.

## PSM2 VERDICT

**GAMEPLAY**
+ Instantly accessible with a couple of hundred tricks to perfect.
- Pales into obscurity besides *THUG* and *Aggressive Inline*.

**GRAPHICS**
+ Hundreds of items with which to customise your blader.
- Many of the levels look washed out and lifeless.

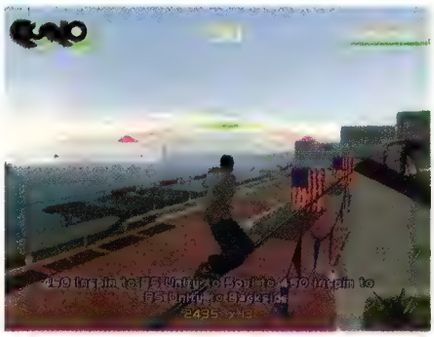
**SOUND**
+ Plenty of decent tunes on the soundtrack.
- Plenty of generic sk8 rawk nonsense on the soundtrack.

**LIFESPAN**
+ There's a reasonably generous 'career' mode.
- A tad simple for fans of the genre.

**OVERALL**
**Oh dear. Yet another street sport title that's inferior to major players like *SSX* and *Tony Hawk's*. Only blading fanatics need apply.**

**55**

BAILED



**YIN AND YANG:** Lose your balance and you'll end up tripping over 'ol stars and stripes and hitting the street in a bloody mess.

**LIP TRICK:** When you're down at the ramp with your bladin' posse it's important to display a smooth style. Like this one-footed lip stall.

HOT!

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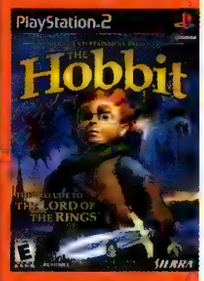
**INFO**

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Inevitable Entertainment
- **PUBLISHER** Vivendi Universal
- **GAME TYPE** Action Adventure
- **PRICE** £40
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2




**DETAILS**

- 11 Chapters across Middle Earth, from the Shire to Mirkwood.
- Bilbo Baggins is the hero. Other characters include Gandalf, Thorin, Smaug and Gollum.
- 30 different foes stand in your way, some from the book and some invented by Inevitable.

OUT UK NOW

# THE HOBBIT

## It's Bilbo, not Frodo. It's the book, not the film. It's a load of Shire, not rock and troll.

**REVIEWER:** Alex Cook

**JRR Tolkien made us fat. Not in a way that any large American who had to be prised out their tripled-sized cinema seat could actually sue for, but indirectly. His epic books have made movies, and us, bloated – because to have enough sustenance for their duration, our Revels, pop and popcorn have to be delivered by the skip load.**

His appetite for words has also created a nightmare for developers keen to convert his text into code and cash. To include every plot pirouette or each one of Bilbo's endless Bag End-isms has hamstrung their tales with extraneous chatter and endless fussy missions. Electronic Arts, freed from the job by movie director Peter Jackson's fetish for carnage and chaos have thrived and thrilled with their shallow scrolling beat-'em-ups, while Vivendi have floundered under the demands of word-ridden authenticity.

However, this time Inevitable have dodged the laboured first 63 chapters that strangled Surreal Software's *Fellowship Of The Ring* by opening with an all-action dream sequence and making the early missions - such as collecting berries, finding firewood and battering blackbirds - optional. This cleverly frees you to creep past Trolls, attack the odd Orc and enjoy the nicely rendered cut-scenes (that must legally bear NO relation to the films) and play famous characters without worrying about Miss Anna's missing milk churn. So, the game remains true to the text, but without the plot dragging it's hairy little feet.

However, the developer's inventiveness has unsurprisingly been unable to match the author's originality. So, while the action is played out in a placid platformer, mixing exploration with lots of leaping and the odd punch-up, it still treads a very fine line between *Zelda*-lite style serenity and straight out sleepwalking. And then, somewhere into the second chapter, it all falls down. Without any dodging or blocking moves, the simplistic swordplay against enemies of limited intelligence and even less style, doesn't really cut it any more. Neither do the frustrating stealth sections, the elementary puzzles and the slightly clumsy camera. They just leave you swearing at what is really another average, if authentic, adventure. **PSM2**

*The Hobbit is combing its toe-hair in readiness for release very soon.*

**INSIGHT**

- Leonard Nimoy's tribute to The Hobbit is the most traumatic record ever made by a Trekkie. 'The Ballard Of Bilbo Baggins' at 2 minutes 18 seconds (including a bassoon solo) was barely contained on his 1968 album The Two Sides Of Leonard Nimoy.

## "REMAINS TRUE TO THE TEXT, WITHOUT DRAGGING ITS HAIRY LITTLE FEET"

**FEELING SHIRED:** The locations are deceptively small with plenty of doubling back needed, but the draw range is decent enough.

**TAKING ITS TOLL:** The now obligatory stealthy sections are given over to bouts of trial and error. Frustrating.

**NIP IN THE BUD:** Some of the creatures have been designed with minimal panache and barely any detail. Look. Pathetic.

**CRACK HOBBIT:** The characters are nicely drawn, but why does Bilbo have a mullet instead of his trademark afro?

**JR HARTLEY'S CHOICE**

1. **JAK 2: RENEGADE** An advanced platformer inhabiting a beautiful world of free flowing adventures.
2. **PRINCE OF PERSIA** Outlandishly atmospheric and expertly balanced. Leaves a huge smile on your face.
3. **THE HOBBIT** A lowly platformer that would still languish below *Two Towers* even if just compared to other *LOTR* games.

**PSM2 VERDICT**

**GAMEPLAY**
+ Lightweight exploration aimed at Halflings only.
- Clumsy fighting and a few weak puzzles.

**GRAPHICS**
+ A chunky, primary-coloured world with solid cartoon characters.
- The enemies are too simple and the camera is flawed.

**SOUND**
+ The solid score changes as the action does.
- Often too subdued to create any real atmosphere.

**LIFESPAN**
+ A good fifteen hours of play will be needed.
- It swings between forgiving and frustrating.

**OVERALL**
**Although faithful and fun, this has too much in common with the weak *Fellowship*. Even hardened fans will hold their noses and play EA's version.**

**52**

**HOBBIT TAT**

OUT UK now

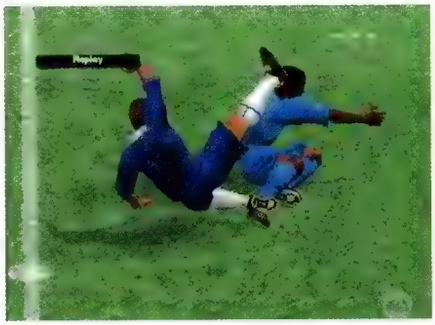
# TOTAL CLUB MANAGER 2004

## Now 50% more exciting than Partial Club Manager, but only half as sober as Total Pub Manager.

**With the arctic winds that chill the bones of Montrealeans for six months of the year, sheepskin seems a natural protection against the elements. But for the boys at EA Canada such a hardy hide would feel as strange next to their skin as a cleansing seaweed wrap with lime eye mask would.**

There aren't any obvious flaws in *TCM 2004*. Even a thorough inspection reveals almost all the major European players and clubs are compressed into a clean and relatively easy to negotiate package. But, as the hours tick by, more little gripes and glitches reveal themselves. Examples? Lower division strikers appear at long departed teams while journeymen pros won't drop a division even if their rewards reach Rooney-esque proportions. Then you come to the *FIFA 2003*-powered 3D match day, and things don't improve. If a defender is sent off you can't simply drop someone else into his place or change tactics to fill the hole. Sending on a substitute isn't easily done either because you can wait nearly an entire half for the ball to go out of play. For greater hands-on control you can use a truly novel feature and import your team and matches into *FIFA 2004*. Despite working well enough, this feature does little that *FIFA* with it's leagues and editors doesn't and so it seems more an attempt to piggy-back on this weaker, if quietly ambitious title with an enormously popular one. **PSM2**

*TCM 2004 is available now.*



**NO IQ IN TEAM:** The data is up to date, but the engine is culled from the elderly *FIFA 2003* making the presentation seem rough.

INFO
- DEVELOPER: Electronic Arts
- PUBLISHER: Electric Arts
- GAME TYPE: Management Sim
- PRICE: £29.99

PlayStation 2

DETAILS
- 20 Premier League Teams
- 72 Football League Clubs
- All the major European leagues
- 20,000 fifty players

**OVERALL**
Comes with the major names, numbers and licences, but lacks the depth or sophistication of its only rival, *LMA Manager 2003*.

**67**

FOCUSED

**SOCCER SCHOOL:** The *Total* part of the game's name stems from your ability to build a girl's boarding school. No, honestly.

**FOUR, FOUR AND YOU NUMBER TWO:** The tactical system is robust enough, or your coaches can pick the side for you.

OUT UK now

# BOMBASTIC

## No, not a game about Brian Blessed's verbal delivery, but rather a game about *dice*. Go figure.

**Once upon a time there was a PS one game called *Devil Dice*, and it was *great*. Sporting a little, well, devil running around on top of some, er, dice, it was a cracking puzzle game that suffered only in that it was too complex to be truly intuitive.**

*Bombastic* is the curiously-named sequel to *Devil Dice*, and is similarly great fun, but also falls prey to the same drawbacks. The idea is to link dice numbers by rolling, say, two lots of two together, or three lots of three, and so on. Successfully linked dice will explode, scoring you points. It's a devastatingly simple concept, but even despite some excellent hints and tips (opposite faces of a dice always add up to seven, for instance - we didn't know that) it can be fiddly and confusing to play. The game by its very nature relies on memorising which numbers are on which side of a dice. While a clear head and concentration will get you pleasingly far in *Bombastic*, when things get hectic it's all too easy for the game to devolve into simply rolling around hoping that a number you need will turn up. And that's not particularly useful behaviour.

But get into the game with a mind to persevere and it'll hook you. While it might be slightly too complex to play to make it a truly great puzzle game – there's none of the instinctual beauty of *Tetris* or *Bust-A-Move* here – the novel concept, plus a wealth of game modes make this an absorbing, if occasionally confusing. **PSM2**

*Bombastic is rolling around now.*

**DEVILLED EGGS:** Remember the PS one game Devil Dice? No? Well it was exactly the same as this only less PS2-jazzed.

INFO
- DEVELOPER: Capcom
- PUBLISHER: Capcom
- GAME TYPE: Puzzle
- PRICE: £39.99

PlayStation 2

DETAILS
- Dice-based puzzle game
- Includes Quest mode with bosses.
- 1-5 players on the same console
- Many, many dice

**OVERALL**
A concept that verges on the great, but it's too complex for its own good. Still, worth your cash if you're up for a brain-frazzle.

**74**

SNAKE EYES

**DICE AND EASY:** A good knowledge of what number lies on the opposite side of dice is an advantage. They add up to seven. Dumbass.

**BOOM RAIDER:** Match up numbers next to each other and they explode. Hence Bombastic. Where do the dice fit in. Don't ask us...

**INFO**

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Codemasters
- **PUBLISHER** Codemasters
- **GAME TYPE** Benami
- **PRICE** £29.99
- **ESSENTIALS** 1-4 Players, Memory Card, DualShock 2

**DETAILS**

- Over 40 songs from Britney, Christina and more. Including, er, Bedingfield.
- Save your performance and play it back via the 'Jukebox' mode.
- Your performances are judged by Simon Cowell. Exciting, eh?

OUT UK NOW

# POP IDOL

## Get to the top of the charts - by fair means or Cowell. We thank you.

**REVIEWER:** Jes Bickham

**We were half-hopeful about this, despite the guffaws of derision from certain members of the PSM2 office as we slid the game into a PS2. The TV series is a study in how to take pleasure in other peoples embarrassment and (despite being a sad indicator of cultural decline in our fair isle) the possibility of getting a verbal pasting from Mr. High Trousers should have offered one or two post-pub chuckles.**

Sadly, the game is about as entertaining as standing with one leg in the crapper, flushing continually while whipping yourself in the face with wet, bum-slurried bog paper. The rhythm action is absurdly simple, and unless you're actually playing to lose, it's almost impossible to be bad at it. And while getting things wrong leads to off-key singing and fluffed notes, it never gets properly awful. Hand-in-hand with this is the fact that Simon Cowell is never truly nasty. Mildly disparaging at times, perhaps, but not nasty. So what's the point?

The other half of the game revolves around creating your virtual self and dressing him or her for each round of the show. It's a nice touch in that you get rated on your appearance, but, well, we've got an Action Man in the attic we can use for that kind of thing.

The extras do add something, though – the 'Party' mode lets you vote on each other's performance, and playing on a dance mat makes the game mildly better, because at least you're getting some exercise. Best of all – and 'best' is a relative term here – you can save your least-bland performance and play it back in the 'Jukebox' mode. Great. Really.

Perhaps we're being too harsh. The younger gamer might conceivably enjoy this and there's the possibility of some embarrassing family-around-the-telly action. But kids are a bit more sophisticated nowadays, and this repetitive toss just can't cut it. So, really, what is the average 14 year-old going to spend their hard-earned money on – this basic button-'presser' or *FIFA 2004*?

A missed opportunity, then, but this is perhaps an opportunity that might have been best left alone in the first place. **PSM2**

*Pop Idol is lowering your IQ level right now*

**INSIGHT**

Darius Danesh's favourite song is More than Words by Extreme (that'll explain the acoustic guitar fetish, then), his favourite food is Chinese, and his favourite animal is, wait for it, the lion. Grrr...

## "IN THE GAME SIMON COWELL IS NEVER TRULY NASTY. SO WHAT'S THE POINT?"

**SMALLFOX:** 'Dr' Fox is notable by his absence, but we applaud the sexy virtual lady. But why is Cowell wearing a cummerbund, hmm?

**BIRDSEYE'S CHOICE**

1. **DANCING STAGE MEGAMIX** Konami's party-hearty groover still reigns supreme as the best rhythm action game on PS2.
2. **GITAROO MAN** Exhilirating axe-action full of sky-slicing riffery, and refreshingly weird. Bloody hard, mind.
3. **POP IDOL** Well-intentioned and polished, but really one for the kids, or the clinically simple.

**PSM2 VERDICT**

**GAMEPLAY**
+ Getting your voice to stay in tune is a decent gimmick.
- Incredibly basic button-pushing (or mat-stamping).

**GRAPHICS**
+ Neat cel-shaded characters.
- Not exactly eye-meltingly impressive...

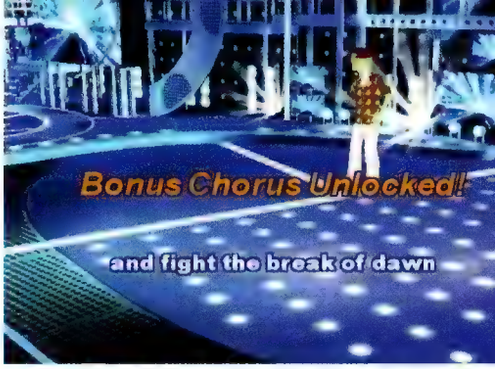
**SOUND**
+ Half-decent singers deliver your words.
- Too many man-on-Bontempi backing tracks.

**LIFESPAN**
+ Decent extras keep it going. A bit.
- When the Pop Idol novelty wears thin, that's it.

**OVERALL**
**Behind the Cowell-man lies a rhythm action game that's insulting in its simplicity. OK- ish for any children you might have lying around.**

**42**

**BONE IDOL**




**DAWN CHORUS:** If your performance is good enough you'll be 'treated' to your character singing another chorus, unassisted. Pff.

**COWELL MOVEMENT:** Here Simon Cowell takes an enormous dump and enjoys it more than the terrible performance in front of him.

**SING WHEN YOU'RE BINNING:** It's insultingly simple to play. If ever a game coined the genre 'granny-tricker' it's this one.

A conspiracy?
Death squads smuggling humans?
Find the truth before they find you
Jade's world is under attack from an alien force. Her government claims to be defending the people, yet more and more of them are becoming enslaved. Fighting oppression, propaganda and deception, not to mention fighting those intent on killing her, Jade's journalistic quest is to unravel the truth and expose the conspiracy. What lies beyond good and evil? You are about to find out...
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OUT UK NOVEMBER

# MEDAL OF HONOR: RISING SUN

**"MITSUBISHI ZEROS FLAME LIKE MAGNESIUM AS YOU BLAST THEM"**

# MEDAL OF HONOR: RISING SUN

"A FEW PLANTS AT NIGHT"

The Medal of Honor series moves from Europe to the Pacific for war on a massive scale. This isn't going to be easy, peasy, Japanese-y. (Sorry).

**REVIEWER:** Daniel Griffiths

**INFO**

- **CODE TESTED**
- **DEVELOPER**
- **PUBLISHER**
- **GAME TYPE**
- **PRICE**
- **ESSENTIALS**

**DETAILS**

- 20+ authentic weapons, including early silenced pistol, sniper rifle and heavy machine gun
- Multiple paths through each level
- Fight alongside computer-controlled allies
- Five enormous missions occurring across ten locations

**Familiarity breeds contempt, but we all know how much fun breeding can be. And you're almost certainly familiar with the opening moments of *Medal Of Honor: Rising Sun*, yet images can never recreate the feeling of the first time you actually do it. It's an eyebrow raiser, all right. We don't mean the attractive new fire effect that foreshadows the gigantically explosive ending; we don't mean the scripted action scenes occurring as you play, rather than in 'is this the same game?' pre-rendered cut scenes. Look...**

...Holy Christ, a fighter spiralled into the Captain! Holy Christ, battleships are melting under an immense pink sky! Holy Christ, the black funnel clouds of death are right on top of me! Holy... aaarghhh! That's what we mean.

**CALL MY BLUFF:** "No, we're... not Japanese, but simple bystanders. Try over by that tree, honorable Western scum."

## "LOOKS AS GORGEOUS AS A LANDSCAPE OF DEATH CAN AND IT'S A SCORCHER TO PLAY"

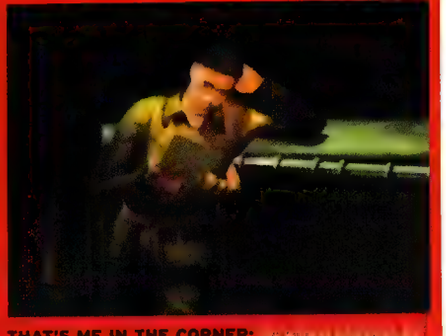
So yes, the game gets underway just as America's cordial invitation to join the Second World War hits the mat, and Pearl Harbour loops endlessly into suffering thanks to heinous US casualties and (much later) the efforts of Ben Affleck. It looks as gorgeous as a landscape of death can and it's a scorcher to play, from the rain of Mitsubishi Zeros flaming like magnesium as you blast them to the brief, almost soundless underwater shoot-out that's becoming something of a series motif. You know, the sinking through bullet bubble trails, the struggling men, the shortness of breath and moist palms. All very Spielberg, all very impressive. Which begs the question; can the rest of the game live up to it?

No. It can't. *Rising Sun* stumbles immediately by tearing you from this end-of-the-world metal storm and pressing you straight into a few plants at night instead. It's an awkward world of purple-grey that's both linear and confusing at the same time, populated by hard-to-see enemies and blessed with 'stand out moments' that ▶

## SERIOUS FUN

EA LA has gone to great lengths to make sure we don't forget the realities of war. It's tricky to maintain the 'proper' respect and decorum while creating a form of entertainment, but no more so than it is for Hollywood. If film can do it, why can't games? EA has got the balance just right – we don't expect sermonising any more than we expect totally realistic war.

**REAL DEATH:**



**THAT'S ME IN THE CORNER:**

**HIP HIP, SHHH!:**

**DEAR SON, HOPE YOU'RE NOT DEAD:**

# REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

## DO I KNOW YOU?

This might be rather irrational, but we're just not convinced the Japanese are as entertaining an enemy as the Nazis. Perhaps it's the proximity of Europe, the endless Brit Vs Bosch war films or maybe just the uniforms, but Nazis have more resonance as a foe. Ironic, really, as Japans war criminals were as deserving of death as any, but how much do you know about them?

**UNIFORM UNIFORMS:** [illegible] that their outfits are hard to tell apart from US ones

**MILITARY A-TACHE:** [illegible] See too many of these rather [illegible]

**IS NOTHING SACRED?:** You can't even park a tank round here without somebody trying to steal the wheels.

**NOW THAT'S A FRESH PIT:** But it's still not wise to get as close as this - the buggers will bayonet you. So impolite.

▶ involve attacking bamboo constructions that are – wait for it – a bit higher than some others. If these Philippines-based levels came at the end you'd think the developers had run out of ideas – coming right after THAT opening it's like the difficult second album where The Darkness turn Austrian oompah band. Unfortunate, especially as later daylight jungle missions are far superior, both in looks and execution.

## "HOLY CHRIST, BATTLESHIPS ARE MELTING UNDER AN IMMENSE PINK SKY!"

Graphically, *Medal Of Honor*'s clunky wartime diesel engine is far happier dealing with strong colours, man-made constructions (as opposed to organic, curving ones) and distant skylines. Daytime benefits from some giant terrain and a far stronger palette, not to mention a decent amount of 'water cooler moments' such as taking a heavily-defended hill or crashing a train into a bridge. A Bridge On The River Kwai, in fact. You know, the one Obi Wan Kenobi built. Alec Guiness, that was it.

But where *MoH: Rising Sun* is at its most confident is away from the shrubbery, clambering through war's insides. The environments are far more evocative and AI behaviour is less frustrating: enemies are easier to fight when you can see them, after all, and with few holes to hide in or trees to climb on, say, an aircraft carrier, you're far less likely to find someone who has been chafing you from behind with a bayonet all the while. That said, they'll charge you from the front as well, which can lead to some sadly hilarious Benny Hill moments as you reverse

## ALL TOGETHER NOW

Multiplayer is another area where *MOH* has expanded – the original was single player only. The most notable mode is the two-player campaign, an unusual chance to play the main game with a real-life squad mate. More typical (and immediate) are the arenas for up to four players or, if you don't like the split screen, you can fight online. Yet all of these admirable additions really only drive home the fact that *Medal of Honor* is an excellent single player game – with some nice bonuses. And that's what really matters, right?

**BORE WAR:** He works, but it's no-splinters.

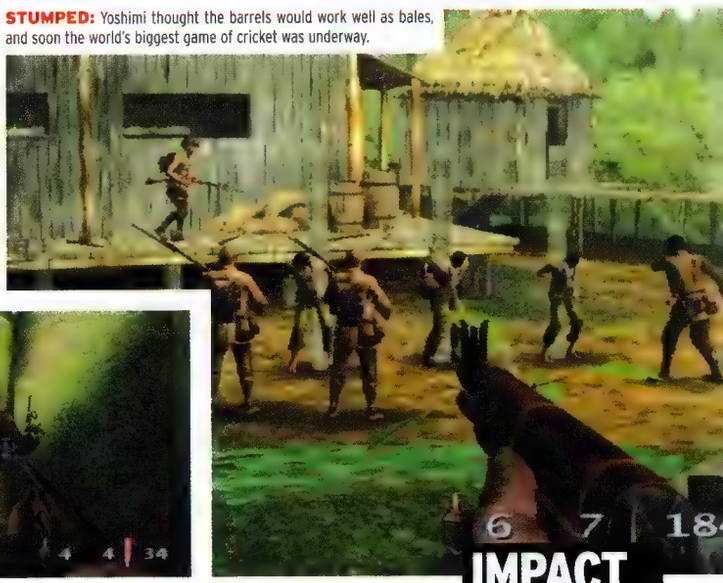
**TWO CAMP:** Team up to solve problems.

**KWAI ME?:** The settings are good, it feels...

**ONLINE 'EM UP:** ...to play, but more real...

**ON RAILS SHOOTER:** At several points you meet up with other allies who show their appreciation for your help by getting in the way and dying.

**STUMPED:** Yoshimi thought the barrels would work well as bales, and soon the world's biggest game of cricket was underway.



**MAGIC MOMENTS:** Dramatic set pieces – such as this prison camp attack where you rescue tortured soldiers – really lift the game.

**TURRETS SYNDROME:** Certainly this tank brings out the odd swear word or two. Hint: shoot the explosive barrels as it passes them.

across a battlefield waiting for your gun to reload while Mr Miyagi sprints furiously in your wake. Aim for the temples and watch him brake to a halt on his face – or screw up and get poked to death. Whatever happens, you won't be getting any medals for this behaviour. It this is war then war isn't so much 'hell' as 'a bit silly'.

*Rising Sun* is at it's best when it's doing exactly what the last game did. The newer elements don't quite fire on all cylinders, though it's often close, and certainly the on-rails shooting sections – or on-elephant, on-boat or on-plane – are excellent. What is odd, though, is that the game still doesn't quite feel finished. You could forgive the original its rough edges, because it was just so ambitious you could understand if they'd run out of time to complete it. Yet with the fundamentals in place you'd expect a sequel to benefit from some extra polish, and the basics to be thoroughly sorted.

### INSIGHT

**In the original you couldn't save during a mission – now you can. Disguised as field phones, these points are often slightly off the obvious path, so if you really believe saving ruins the 'purity' you don't have to use them.**

But no. Attractive as it generally is, the game still stutters badly in detail-heavy areas – enough to affect your control. The weapons load is rather bizarre for some levels, too, once forcing us to fight at close quarters with only a bolt action sniper rifle. Our only other gun had run out of ammunition. Yes, it's actually possible to use all the ammo for all your guns, leaving you running about healthy, but utterly screwed, unable to have any effect on anything or make any progress. The only answer is to go back several saves and play it again and don't do so much of the shooting, which seems somewhat foolhardy in a first person 'shooter'. Fortunately, during the temple level where this happened we had company (you're joined by AI-controlled allies at various points) and we let him take all the pain while we watched. Serves them right for wandering in and taking the bullet every time we've lined up a headshot. And no, you can't kill them.

At times you can't kill the enemy either. seems 'Rambo' is clearly a Japanese concept and soldiers take four sniper rounds to the neck without even getting testy. Occasionally guards don't react and are entirely bullet-proof until they've seen you, rendering stealthy approaches useless, and even the lowliest grunt can hit you the second you poke a hair from behind cover at immense distances. To be fair, this isn't a mistake, this is deliberate cheating. Stand beside a door as bullets fly through and duck – the fire drops to your height instantly, even though the shooter can't see you. You can't trick them, you can't use foliage as cover even though they can, and that's a shame. But despite its nerve-fraying frustrations, *Rising Sun* comes out a winner by virtue of its shameless love of war. This is war – and war makes a great videogame. **PSM2**

*MoH: Rising Sun is blockading stores now.*

### IMPACT POINT

You can't argue with a Zero fighter hitting the deck. The slow-mo, the burning wings, the white-out explosion, the smoke, skyscrapers against a red sky... It's the first stunning moment and not the last.

### CHAMBERLAIN'S CHOICE

1 **MEDAL OF HONOR: RISING SUN**
More action, a new enemy and the challenge of fighting in jungle. Not perfect, but a sure winner.

2 **MEDAL OF HONOR: FRONTLINE**
Fight them on the beaches. And on Platinum for £20.

2 **RED FACTION II**
High-action shooting in a nightmare future. An enjoyably brainless and highly destructive romp.

### PSM2 VERDICT

**GAMEPLAY**
+ No other game captures combat on this scale.
- Frustrating moments that feel unfinished or bodged.

**GRAPHICS**
+ Superb scenes of warships at sea. Some stunning landscapes.
- Nasty night time jungles and occasionally intrusive slow down.

**SOUND**
+ Satisfying guns and affecting ambient sounds.
- Other players give speeches even when you've left.

**LIFESPAN**
+ Tons of bonus objectives and unlockable treats.
- Can be finished in a day.

**OVERALL**
**High adventure and a tight mission structure keep it gripping. However, the best bits are very similar to the last game.**

**83**

**WARGASMIC**

OUT UK NOVEMBER

**INFO**

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Crystal Dynamics
- **PUBLISHER** Eidos
- **GAME TYPE** Action Adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory card

**DETAILS**

- Play as both Kain and Raziel in alternating chapters.
- Telekinetic powers let you manipulate the environment and throw enemies onto spikes.
- A revamped (ha!) combat system that's far quicker and more fluid.

# LEGACY OF KAIN: DEFIANCE

## Two hideous vampires for the price of one? That's the kind of value we like.

REVIEWER: Dan Dawkins

**Ah, vampires. Eternal reflection of all that is dark in our souls? Or melodramatic flouncing Goths with an over-enthusiastic love of velvet and bad poetry? *Legacy of Kain: Defiance* mixes up both definitions and delivers a tale of two jugular-jawing nasties involved in a highly complicated and overwrought story that you'll have little chance of understanding if you've never played it's predecessors *Blood Omen* or *Soul Reaver* before.**

Well, perhaps that's a little unfair, but seeing as this is the fifth entry in a series of tortuously-plotted epics, life is certainly more difficult than it should be for newcomers. This time around both characters are available to play in the same game, ostensibly working together despite their mutual antagonism. So Kain, who's more of a straight-up action (anti) hero, gets to slice 'n' dice in more traditional gothic surroundings, and Raziel, reduced to incorporeality, gets to fart around in the spirit world. Nice.

Most of the time, both characters play much the same, and the game offers a satisfactory blend of platforming, exploring and fighting. Combat has been streamlined since previous games and is much quicker and more visceral (which doesn't, unfortunately, stop it becoming occasionally tedious), with plenty of nice touches, such as being able to juggle enemies in the air. Further diversity is introduced with telekinetic powers, which, along with puzzle-solving, can be used to knock enemies down, throw them onto spikes or simply toss 'em over castle battlements.

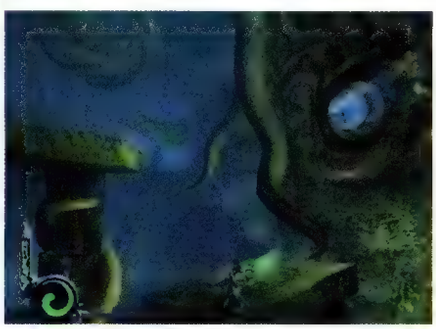
Arguably, this is much more advanced than *Blood Omen 2* or *Soul Reaver*, but it's still flawed. A lack of crystal-clear objectives hurts the game and there are moments when you're utterly flummoxed as to what to do next – a problem made all the more irritating by some tedious backtracking and the lack of a map. There are also huge stretches of game when you're simply wandering through empty halls and corridors. Creepy... not. So, mostly (un)dead good fun, but still a way from gaming immortality. PSM2

*Defiance will be lurking in stores shortly*

SPIRIT LEVEL: Raziel's levels are quite beautiful, if full of hideous ghost-things that want to kill you. Again.

FALL GUY: Raziel can glide for a short time using his tattered wings. He's a bit more agile than Kain.

KAIN IS ABLE: Kain might be the more straightforward character, but he can still jump and climb and show off to girls.



HP SAW US: Nonces with a love of literature may detect a Lovecraftian influence. Suffice to say that 'weird' is the word for it.

**INSIGHT**

Developers Crystal Dynamics have recently been awarded the 'honour' of creating the next *Tomb Raider* game by Eidos. Let's hope they don't totally balls it up, eh?

**LESTAT'S CHOICE**

1. **LOK: DEFIANCE** An improvement on earlier attempts at undead platforming, but you've still seen it all before.
2. **BLOOD OMEN 2** Remember *Blood Omen 1*? Didn't think so. Kain's first PS2 romp is entertaining and atmospheric.
3. **SOUL REAVER 2** This impressive, but infuriatingly vague adventure is getting a little long in the tooth. Geddit?

**PSM2 VERDICT**

**GAMEPLAY**
+ Decent platforming and combat.
- Too much wandering around empty rooms and corridors.

**GRAPHICS**
+ The two worlds are brilliantly presented.
- Raziel's blurry levels make platforming tricky.

**SOUND**
+ Fabulous voice acting.
- Very quiet for a lot of the time.

**LIFESPAN**
+ The dual character dynamic keeps you plugging away.
- You'll soon get bored of getting lost.

**OVERALL**
**A hugely atmospheric slice of two-vamp action, but one that suffers from repetition and a bit too much wandering around getting lost.**

**79**

STICKY

OUT UK NOW

# FORD RACING

## Costing less than a new set of spark plugs, you'd have to be Ka-razy to overlook this one.

**If you're unlucky you might remember the original Ford Racing on PS one. It was almost the worst driving game to appear on the console and the prospect of getting behind the wheel for the PS2 outing was about as appealing as watching a DVD of fatal motorway crashes. So imagine our surprise when we discovered that the sequel is a thoroughly decent effort, in a Ford kind of way.**

The game's content closely reflects the biggest automobile brand on the planet. It's comfortable and efficient without being seat-of-your-pants exciting. There's a wide variety of vehicles on offer that reflect the company's long lineage, the majority being domestic machines, although there are several notable cars such as the Focus rally car and new GT40 supercar. Visually it's more than acceptable, although lacks the flair expressed in racier numbers like *GT* and *Burnout*. It's also easy on the wallet. You can drive it away for a mere £15, although we don't think there's an 18 months interest free credit option.

*Ford Racing*'s bodywork is solid. The progressive structure is well thought out, there are numerous race types to keep things interesting and there are plenty of different classes of vehicle. However, the concerns expressed in last month's preview are still there. The handling, especially that of the earlier models, can be very trying and the CPU AI is rigorously robotic.

With *GT4* delayed until easter, you could do a lot worse than this cheap runabout. **PSM2**

**STARSKY AND CLUTCH** There are even classic Fords to experience - and discover that they handle like whales.

**INFO**

- **DEVELOPER** Razorworks
- **PUBLISHER** Empire
- **GAME TYPE** Racing
- **PRICE** £14.99

PlayStation 2

**DETAILS**

- 32 Ford vehicles to acquire and race.
- 34 challenges, eight game/race modes
- Split screen 2-player races

**OVERALL**

**Rather like most domestic Ford motors, this is a respectable and serviceable but somewhat uninspiring budget priced racer.**

**62**

FOCUSED

**HARRISON FORD:** To pep things up they've even included some concept (ie, totally made up) Fords in there too.

**RING OF THE HELL** Thanks to the wide range of motors Ford make lots of styles of racing are covered. Check this NASCAR track.

OUT UK NOW

# MOTORSIEGE: WARRIORS OF PRIMETIME

## Primetime? This isn't even fit to replace Celebrity Squares repeats on Challenge TV...

**You should never judge a book by its cover and having seen the back of the *Motorsiege* box, there's every reason to apply this adage to video games too. The marketing blurb, includes fat stinking lies. The first is the extraordinary claim that 'this is the best vehicle combat game yet to appear on PS2' made by 'Andy Roberts, leading games journalist'. Andy, we have never heard of you. And you've obviously not heard of *Twisted Metal Black* either.**

The second box claim is that 'this is Doom on wheels'. Absolute turd. They're hovercars! They don't have any wheels! That's why they handle like blimps with turbo boosts – they've cleverly avoiding the knotty issue of 'physics' completely! And the weapons are less than impressive too (nothing happens on impact) and there's a general lack of personality throughout.

That said it's not truly terrible like *Jet Ion GP* – what could be – and there's at least plenty of variety. Plus it's only a tenner and the graphics are pleasant enough if you're a fan of brash eye-burning neon. But Andy Roberts can kiss our collective ass. **PSM2**

**SIGHT TO THE DEATH:** Just so you can keep tabs on what you have to kill your next distant target is clearly marked.

**INFO**

- **DEVELOPER** Lightspeed Games
- **PUBLISHER** Play It
- **GAME TYPE** Vehicle combat
- **PRICE** £9.99

PlayStation 2

**DETAILS**

- Career mode and several varieties of multiplayer Arcade mode
- 20 different weapons and 50 battle arenas.

**OVERALL**

**The Play It budget range has released some cracking titles such as *Seek & Destroy*. This *Twisted Metal* clone isn't one of them.**

**39**

SCRAP

**SPORT IT OUT:** In the future football will be replaced by post-apocalyptic 'carball'. And gnus will fly out of our hairy asses.

**CARS ULRICH:** The energy of the enemy is shown in bright green bars above them. What a neat solution. Not ugly at all.

OUT UK 21ST NOVEMBER

# BROKEN SWORD THE SLEEPING DRAGON

The point and clicker gains an extra dimension but does it lose its way?

**REVIEWER:** Alex Cooke

**INFO**

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Revolution Software
- **PUBLISHER** THQ
- **GAME TYPE** Adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

**DETAILS**

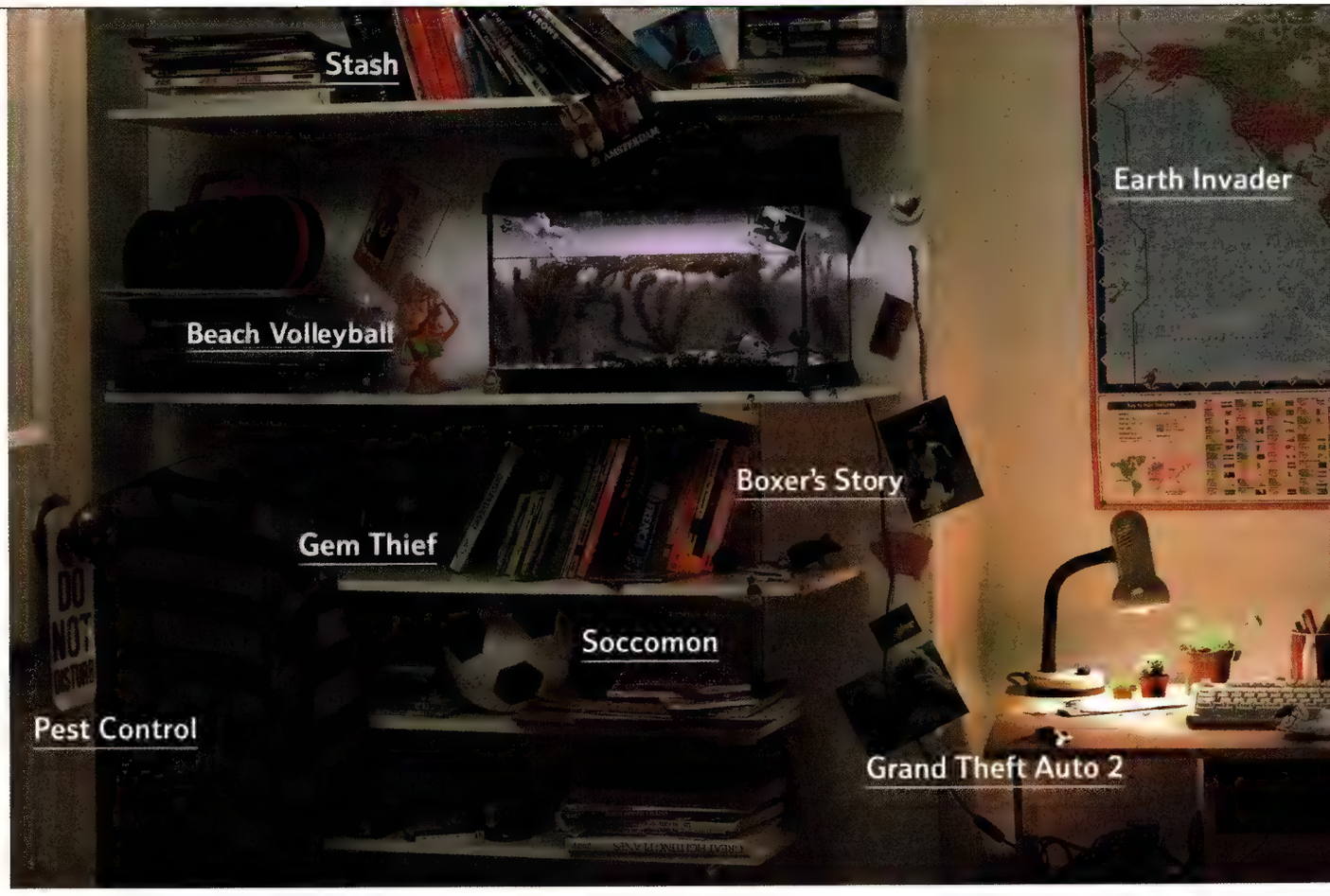
- The first fully 3D environment in the Broken Sword series.
- Four locations, from Prague, Paris, the Congo and – rather closer to home – Glastonbury.
- A brand new plot staring Nico and George – the two stars from the first two parts of the trilogy.
- The return of the same voice-acting crew and writers too.

**This is like depositing a five year old in a ball pool or kids soft play area. See, they can scamper and cavort to their Tizer-powered hearts content, but all in a safe, parentally approved and BSI kite-mark stamped foam rubber environment. There are no sharp edges, shoes or broken bottles allowed and most importantly of all, there is no impending risk of a sudden and vile gutting. Welcome friend, to the cosseted, 'not so much as a grazed knee' world of *Broken Sword*.**

It didn't always look like it was going to be this way. At first *The Sleeping Dragon* draws you in, persuading all that in the transformation from fondly remembered but antiquated 'point and click' tale to 3D adventure was going to embrace the kind of lateral thought meets multi-directional discovery that the terminally hopeful dreamt that *Angel Of Darkness* would become. But instead it sets its face against the prevailing wind and stays true to Revolution's respected, but highly structured past. Oh dear.

So grasping the offered hand of the gently ambling gameplay, your are led to puzzles that demand liberal applications of logic and the age old solution of blindly trying to 'Use' the candle on every bloody item in the room. You can't really go wrong though, cliffs won't let you fall unless you're given the option to 'jump' and even spike-trapped switches give you the option to step away before playing a gore-free demise. But don't fret – even if you don't react and stab ⊗ in time, you'll be regenerated just a few short, danger-free moments before you fumbled the button.

While the layout of the game might lean heavily on the linear, relying on traditional




Monthly rental £27 with Direct Debit. £28 standard. Standard connection £30. Modem free online (was £40) or £40 by telephone (was £50). Subject to availability and survey. Minimum 12 month term. BT line required. Subscription costs

elements of the 'point and click' adventure of course, *Broken Sword* still a good example of it's craft. Where many titles offer tasks that masquerade under the name 'puzzles' but involve little more than working out that 'Shield Key' needs to be re-combined with 'Shield Door', *Broken Sword* will cause a few synapses in your memory sponge to release their sticky thought glue. Picking a lock here means more than jiggling the thumbstick randomly, you'll need use a pencil to poke the key from the lock onto the newspaper that you retrieved from the bin outside. You did remember to pick up the paper didn't you? Back you go...

With the things ticking along slowly and gameplay that is most kindly described as 'leisurely', building and maintaining an atmosphere is key to keeping you engaged. Here *The Sleeping Dragon* finds it's stride. Once again a strong script is backed up by vocal performances that manage to avoid being the usual software sandwich of both ham and cheese.

**INSIGHT**

The Knight Templar, linchpins of *Broken Sword* were military monks who gained so much wealth during the crusades that they leant money to various kings and so created the modern banking system. Cool eh?

For anyone who lapses into a coma without the regular adrenal shots provided by zombies + shotguns the '*Sword* may prove a form of slow torture. Similarly seasoned explorers seeking the endless complexity of the original games will also find they won't have that itch scratched by sliding a few boxes around to make a crude staircase and being shoved so unceremoniously along such an obvious, linear path. But for those who remain, the patient and thoughtful gamers who are looking for something different (that won't hurt their thumbs), there is still something worth investigating here. Which is a slight shame because just like Tim in The Office, *Broken Sword* could be so much more if it could just pluck up the confidence to go out on a limb - without having to press ⊗ first. **PSM2**

*BS: The Sleeping Dragon is already toasting the wall of Game a rich golden brown.*

## "PICKING A LOCK HERE MEANS MORE THAN JIGGLING THE THUMBSTICK RANDOMLY"

**TEMPLER LOVE:** Nico and George once re-united can work in tandem to solve previously problematic puzzles.

**POSTCARDS FROM THE LEDGE:** Jumping and climbing involves a single button press it and there is no risk of slipping.

### HEMPLEMAN'S CHOICE

1 **PRINCE OF PERSIA**
An ethereal action adventure which cleverly uses time travel to make even failure rewarding.

= **BROKEN SWORD: THE SLEEPING DRAGON**
A solid game but one that doesn't find a new way to tell an engaging story.

= **ESCAPE FROM MONKEY ISLAND**
Quips for sword fights in a slightly tired PC conversion.

### PSM2 VERDICT

**GAMEPLAY**
+ Quirky and refreshing, it demands a rare amount of thought.
- Lacking freedom, danger or a serious challenge it can drag.

**GRAPHICS**
+ 2D made flesh with a good, slightly caricatured style.
- It's clean and clear but there could be more polish.

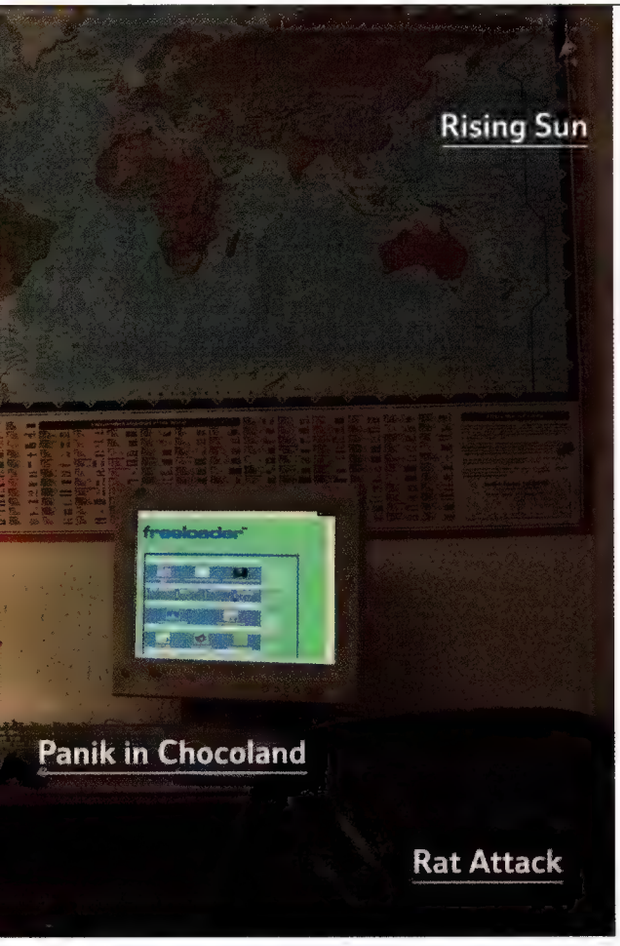
**SOUND**
+ A strong score with a good script and vocal performances.
- Stereotypes abound in the cast.

**LIFESPAN**
+ Time is on your side and you'll need plenty of it.
- There won't be much point in replaying it, ever.

**OVERALL**
**A pleasing throwback for a classic trilogy but one that fails to advance the series as it should and feels tired on PS2.**

**78**

**POINTED**

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PlayStation 2

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# PSM2 GAMER'S LOUNGE

MAX. SMART/MIN. EFFORT

Ah, *Manhunt*. What a bloody horrible game. Still, it's not all we've been playing this month. *True Crime* disappointed, proving that simply copying something – in this case, *GTA* – isn't a guarantee of instant quality.

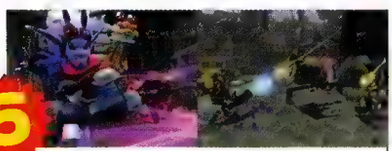
But, y'know, we've been playing it a lot because of the sheer hilarity of 'solving' crimes, which mainly seems to involve mowing pimps and whores down in a car. It's been a month of questionable morals all round, really.

Luckily, we've also had the innocent thrills of *Pop Idol* and *Quidditch Cup* to lighten the mood. Except we didn't, 'cos they're brain-melting game-pump. Bye!

1

## FIFA 2004

EA own Christmas already – and this, an early salvo over the horizon, is a pretty definitive statement of intent. Best not make itself too comfy, though, as *SSX3*, *Return of the King* and more will be clamouring for the top spot...



5

## JAK 2: RENEGADE

A disappointing entry for *Jak 2*, which is a shame as its excellent precursor didn't make much of a splash either. Still, let's hope it has 'legs', as they say, and sticks around for a while.

12

## BUFFY: CHAOS BLEEDS

Ooh dear. It seems even the legions of Buffy fans out there couldn't rustle up enough interest to ensure this mostly-excellent TV tie-in a top-ten entry. Never mind, eh?

CHARTS FOR MONTH ENDING 21ST NOV

# PS2 TOP 20

Had to happen, really – *FIFA* comes storming in and knocks *PES3* off the top spot. Still, *FIFA* has played such an improved game this year that we're not sour about it. Elsewhere, *Jak 2* makes a less-stellar-than-expected entry. For shame!

| Position | GAME NAME | Publisher | Developer |
|---|---|---|---|
| 1 | FIFA 2004 | EA | EA |
| 2 | Pro Evo Soccer 3 | Konami | KCET |
| 3 | Tiger Woods PGA Tour 2004 | EA | EA |
| 4 | Eye Toy: Play | SCEE | SCEE |
| 5 | Jak 2: Renegade | SCEE | Naughty Dog |
| 6 | Club Football | Codemasters | Codemasters |
| 7 | Conflict Desert Storm 2 | SCi | Pivotal |
| 8 | Rugby 2004 | EA | EA |
| 9 | Colin McRae Rally 04 | Codemasters | Codemasters |
| 10 | Finding Nemo | THQ | Traveller's Tales |
| 11 | Dance: UK | Big Ben | Big Ben |
| 12 | Buffy: Chaos Bleeds | Vivendi | Eurocom |
| 13 | Soul Calibur 2 | EA | Namco |
| 14 | Yu-Gi-Oh! Duelists of the Roses | Konami | Konami |
| 15 | WH40K: Fire Warrior | THQ | Kuju |
| 16 | GTA: Vice City | Rockstar | Rockstar |
| 17 | Enter The Matrix | Atari | Shiny |
| 18 | Freedom Fighters | EA | Io Interactive |
| 19 | Hulk | Vivendi | Radical |
| 20 | Italian Job: LA Heist | Eidos | Climax |

# JAPANESE TOP 5

| | | | |
|---|---|---|---|
| 1 | Winning Eleven 7 | Konami | KCEJ |
| 2 | Winning Post 6 | Koei | Koei |
| 3 | Jikkyou Powerful Pro Baseball | Konami | KCEJ |
| 4 | PSO Generation 1 | Sega | Sega |
| 5 | Monster Farm 4 | Tecmo | Tecmo |

# US TOP 5

| | | | |
|---|---|---|---|
| 1 | Madden NFL 2004 | EA | EA |
| 2 | Tiger Woods PGA Tour 2004 | EA | EA |
| 3 | Soul Calibur 2 | EA | Namco |
| 4 | NASCAR Thunder 2004 | EA | EA |
| 5 | ESPN NFL Football 2004 | Sega | Sega |

# PSM2'S TOP 5IVE

What's been wowing us on the PS2...

1. Manhunt

2. PES3

3. FIFA 2004

4. LotR: Return of the King

5. MoH: Rising Sun

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A CUT ABOVE: Just a bit off the sides, chief. And some wax. Cheers.

OUT UK 1ST DECEMBER

# PIRATES OF THE CARIBBEAN: THE CURSE OF THE BLACK PEARL

## Ahoy me hearties... Arrr... Argh!... Some sods just cut m'leg off! Etc, etc...

**STARRING** ..... Johnny Depp, Orlando Bloom, Keira Knightley, Geoffrey Rush, Jack Davenport, Mackenzie Crook, Kevin McNally
**DIRECTOR** ..... Gore Verbinski
**CERTIFICATE** ..... 12
**PRICE** ..... £22.99

**The pirate movie, we've been told for years, is dead. Sunk. Residing in Davy Jones' locker since flop after flop attempted to recapture the magic of seafaring adventure from the 50s. Remember *Cutthroat Island*, that waterlogged "epic" starring Geena Davis? Nah, thought not. Consigned forever to turkey lists because – let's face it – the film was crap. Now, Walt Disney has sailed to the rescue, basing a film on its Pirates Of The Caribbean theme park ride and handing the production over to Jerry Bruckheimer, a man who knows how to deliver summer event films. And what a film. Pirates is a storming treat, a throwback that still manages to poke fun at the genre and a confident hybrid (action-comedy-horror) that juggles all three and looks good doing it. Docking a traditional story (undead skele-pirates kidnap a spirited wench who has the last piece of treasure they need to break their curse) with modern SFX (the pirates in skeletal form are eerily effective) and a cracking Boys' Own Adventure mood (big ships, bigger explosions), the movie is on to a winner from the start. And then there's the casting – Orlando Bloom and Keira Knightley can carry the romantic stuff with ease. Geoffrey Rush, hams it up with style, takes the pirate captain to a whole new level of pantomime villainy.**

### "A STORMING TREAT, A THROWBACK THAT MANAGES TO POKE FUN AT THE GENRE"

### DEPP BLUE SEA

But no review of the film would be complete without saluting the man who carries the film on his shoulders: Johnny Depp. His preening, laid back, rocker-as-pirate Captain Jack Sparrow is one of the best characters ever created. He takes some getting used to – at first, you'll probably wonder what Depp's been smoking to come up with this stoner star, but once you accept that this is exactly the way Sparrow has always been, you'll be swept along for the ride. Introduced in unforgettable fashion — stepping off the mast of a sinking ship on to the dock – he proceeds to steal the film out from under the rest of the cast. Swaggering and strutting his way through the plot, he's an endless source of puns while also being pretty handy with a sword when the occasion demands it.

The movie's not perfect, though – so happy are the filmmakers with their skele-pirates and battle scenes that they feel the need to trot them out three times and you begin to feel that the film is dragging. And don't start thinking too long and hard about the logic of the pirates' curse. But then- this is a summer blockbuster... **PSM2**

### INSIGHT

- Jack Sparrow is partly based on Rolling Stones rocker Keith Richards.
- There's a funny coda featuring the pirate captain's monkey sidekick post-credits.
- This is the first ever Disney film to get a US PG-13 rating instead of U or PG.

### ADVENTURER'S CHOICE

1 **INDIANA JONES TRILOGY**
Jones is the man. In the hat.

2 **PIRATES OF THE CARIBBEAN**
Rollicking sea-borne daring-do starring Mr Depp. What more could you want?

3 **THE MUPPET TREASURE ISLAND**
Fuzzy pirate goodness.

### PSM2 VERDICT

**EXTRAS**
Audio commentaries ☐ Deleted scenes ☐ Featurettes ☐ Blooper reel ☐ photo gallery.

**OVERALL**
A fantastic resurrection of the pirate film genre, with a cast obviously having a lot of fun. No scurvy dog here. This is pieces of ace.

**88**

SAIL AWAY

OUT UK NOW

# NYPD BLUE

## Noo Yoik's finest hit the streets for a second season of squeezin' shoes and bustin' balls...

**STARRING** ..... Jimmy Smits, Dennis Franz, Gordon Clapp, Nicholas Turturro, Sharon Lawrence, David Caruso
**DIRECTOR** ..... Various
**CERTIFICATE** ..... 15
**PRICE** ..... £44.99

**Steven Bochco's best cop show is one of those amazing US telly phenomenons – the quality drama that hits it big overseas but goes almost undiscovered over here. NYPD Blue has had a better time of it than some (only the dedicated can find the likes of Homicide: Life On The Street), but it still gets buried by the schedulers at Channel 4, when what we really want is not series 59 of Big Brother: The Really Stupid Ones, but gritty, Big Apple based police action. Snapping boundaries and treading over clichés, Blue broke the mould for TV coppers with its then daring use of language and flashes of flesh during the love scenes enjoyed by the randy patrol-walkers. It looks tame to us now, but back in 1993, it was controversial enough to have advertisers pulling their promos.**

Focused on a team of homicide detectives working the city's toughest beats, Blue refuses to shy away from the harsher aspects of the job. There are no glowing angels on the force here – everyone's got problems (alcohol, drugs, family crises, ties to the Mafia – the usual) and they bring their baggage to work. Having said all that, when they're on the job, it's a case of bad guys beware – they WILL track you down.

Plus, the storylines don't just finish when the credits roll. While most crimes are solved within an episode, the cops' lives spread across the season, unravelling during the course of the year.

### INSIGHT

- Salma Hayek pops up for a cameo.
- Jimmy Smits was originally considered for Caruso's role, then brought in to replace him. Gasp!
- The station house exterior is the same one as in Kojak.

### GET YOUR SMITS OUT

Season 2 saw the producers faced with a challenge as tough as any their characters came up against. Leading man David Caruso wanted out. He thought he was a movie star (he's since made the likes of embarrassing eroto-thriller Jade before returning, tail between legs, to telly) and he pushed to leave. Which meant the show had to find a way to ease in a new star and partner for grumpy warthog-alike Sipowitz (Dennis Franz). The choice was renaissance type (he bred pigeons fer crissakes!) Bobby Simone (Jimmy Smits), and at first, it's all anger and resentment as Sipowitz dislikes "the new guy", going so far as to claim it won't work out the minute he meets him. Tempers cool and soon the pair are a cracking team, balancing each other's personality traits and becoming a well-oiled crime fighting machine. The fact that Smits' character then stayed for five more years is testament to how well it worked.

Blessed with writing that never felt anything less than natural, some intense plotlines and top class actors more than able to deliver them, NYPD has all of our plodding police dramas beaten before they've even started. Consider yourself a fan of cop shows? Then this is a must. **PSM2**

**UNSKINNY COP:** They begun to think that the pie robbery was an inside job...

©The Kobal Collection

### COP'S CHOICE

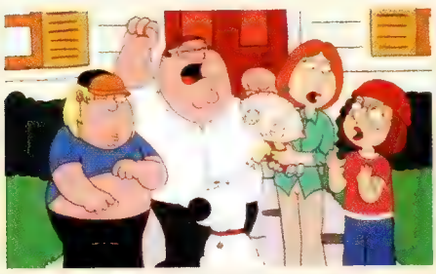
1. **NYPD BLUE: SEASON ONE** The first beat is hard to beat.
2. **THE SHIELD: SEASON ONE** Cracking heads for the law.
3. **DIRTY HARRY** Clint's bad boy cop.

### PSM2 VERDICT

**EXTRAS**
Commentaries Making-Of Documentary.

**OVERALL**
If you haven't already been hooked by this qaulity cop drama this is the perfect way to be introduced to it. Top of the cops.

**87**
GOOD COP



## FAMILY GUY SEASON 3

OUT UK NOW

**STARRING** ..... Seth McFarlane, Seth Green (Voices)
**DIRECTOR** ..... Various
**CERTIFICATE** ..... 15
**PRICE** ..... £24.99

A slobbish patriarch with a love of TV and a loathing for work. A weird family featuring a practical wife and three oddball kids? Yeah, we'd be thinking The Simpsons, too. And while Family Guy initially seems to be a cheap rip-off of Springfield's favourite fivesome, the show is, in reality, so much more. With a vein of humour that goes straight for the jugular, ignoring taste and decency along the way, Family Guy's insane episodes will have you gasping even as you're giggling. Pushing the boundaries of what's acceptable, TV hasn't been this funny since South Park. **PSM2** **91**

## CONFESSIONS OF A DANGEROUS MIND

OUT UK 17TH NOVEMBER

**STARRING** ..... Sam Rockwell, Drew Barrymore
**DIRECTOR** ..... George Clooney
**CERTIFICATE** ..... 15
**PRICE** ..... £17.99

Can George Clooney do no wrong these days? Seemingly having atoned for his dodgy B-movie beginnings, he's now a bona fide film star and is becoming a top producer. And, thanks to Soderbergh's influence, he's now trying his hand at directing. And wouldn't you know it – the bastard's really good at it. Confessions is an excellent debut, telling the "true" tale of gameshow host Chuck Barris, who claimed to work for the CIA. But it's also a chance for Sam Rockwell – great as support in Galaxy Quest and Charlie's Angels – to prove he's got the star quality. **PSM2** **75**

## ALSO RELEASED

### EIGHT CRAZY NIGHTS
**Released** 8 December **Cert** 12 **Price** £19.99
Adam Sandler tries his hand at animated comedy. It's not particularly funny and it's not clever – but then, this is Sandler. Give it a miss. **30**

### MR IN-BETWEEN
**Released** 8 December **Cert** 15 **Price** £15.99
Love, crime and death set in Britain's underworld. Plays the darkness to the hilt and ends up depressing. Stylish though. **65**

### FULL FRONTAL
**Released** 15 December **Cert** 18 **Price** £15.99
Steven Soderbergh tries to return to his indie, sex, lives and videotape roots. This celeb-spoofing tale of Hollywood falls on its arse. **60**

### DUMB AND DUMBERER
**Released** 29 December **Cert** TBC **Price** £14.99
Unless you're a fan of utterly lazy gross-out comedy, run screaming from this. Go check out Dumb And Dumber instead of this prequel. **25**

### ALIAS: COMPLETE SEASON ONE
**Released** OUT NOW! **Cert** 15 **Price** £49.99
Jennifer Garner stars as ass-kicking secret agent Sydney Bristow in this top spy drama. Mad but magnificent. **80**

### THE SOPRANOS
**Released** OUT NOW! **Cert** 18 **Price** £44.99
Tony and the boys find themselves in deeper trouble as the feds start to close in and family ties break down. Unmissable. **82**

## COMING SOON

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## HOW IT WORKS...

It's a complete A-Z and we've even pulled out the best of every genre for quick comparisons. We've also included some choice imports that might appeal to gamers with modified machines, and as an indication to what's coming to your PS2 soo

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# ABSOLUTE PS2

Your one stop guide to every game PSM2 has ever reviewed. Absorb these words and never buy a rubbish game again.

**13** 87%
Publisher> Ubi Soft Issue> #42
A challenging graphic novel that is full of wonder

**2002 FIFA WORLD CUP** 71%
Publisher> Issue> #32
Nearly great, but too much focus on individual flair

**7 BLADES** 72%
Publisher> Konami Issue> #41
An action-lead game that'll satisfy slash-em-up fiends

**ACE COMBAT 4: SHATTERED SKIES** 80%
Publisher> Namco Issue>
Superb in places with some genuinely thrilling moments

**ACTIVISION ANTHOLOGY** 40%
Publisher> Activision Issue> #36
A miserable collection of games

**AGE OF EMPIRES 2** 76%
Publisher Konami Issue #35
Overflowing with tactical subtlety

**AGGRESSIVE INLINE** 83%
Publisher Acclaim Issue #24
Very entertaining. Almost a contender to the *Hawk* crown

**AIRBLADE** 77%
Publisher 989 Issue #16
Not deep enough to offer limitless trick potential

**ALEX FERGUSON'S PLAYER MANAGER** 55%
Publisher Gremlin Issue #15
Thorough and insightful, but could get up your nose

**ALL-STAR BASEBALL 2004** 67%
Publisher Acclaim Issue #35
*2004* could have just as much fun without your participation

**ALONE IN THE DARK: THE NEW NIGHTMARE** 66%
Publisher Atari Issue #35
Dumps any originality for lumpen familiarity

**ALTER ECHO** 66%
Publisher THQ Issue #41
Visually pleasant but not as clever as it thinks

**AMPLITUDE** 87%
Publisher Sony Issue #40
Hypnotic, responsive and literally eye-wateringly addictive

**APE ESCAPE 2** 80%
Publisher SCEI Issue #20
Exactly like the original, only bigger and more attractive

**AQUA AQUA** 71%
Publisher SCEI Issue #04
A solid, if slightly small, puzzler

**ARCTIC THUNDER** 58%
Publisher Midway Issue #16
Extremely average arcade shoot-and-race effort

**ARMORED CORE 2: ANOTHER AGE** 56%
Publisher Ubi Soft Issue #24
Bigger does not mean better – there's just more flaws

**ARMY MEN AIR ATTACK: BLADE'S REVENGE** 47%
Publisher 3DO Issue #41
Encouraging, but looks terrible and it's very linear

**ARMY MEN RTS** 56%
Publisher 3DO Issue #24
One-dimensional combat melts any long-term appeal

**ARMY MEN: SARGE'S HEROES 2** 40%
Publisher 3DO Issue #09
A lazy banged-together rehash of established concepts

**ATV OFFROAD FURY 2** 73%
Publisher Sony Issue #40
Just an extension of the first ATV

**ATV QUAD POWER RACING 2** 68%
Publisher Acclaim Issue #35
A fine effort, but similar to many older racers

**AUTO MODELLISTA** 80%
Publisher Capcom Issue 26
PS2's best arcade racer – but still doesn't beat *GT3*

**BACKYARD WRESTLING** 45%
Publisher Eidos Issue #42
Lacks character depth and is ultimately dull

**BALDUR'S GATE: DARK ALLIANCE** 70%
Publisher Virgin Interactive Issue #17
Fast, good-looking and addictively fun to play

**BARBARIAN** 66%
Publisher Titus Issue #27
Fun, but basic beat-em-up. No contest for *Tekken*

**BASS STRIKE** 64%
Publisher THQ Issue #18
A bit ropey looking and retro but competent

**BATMAN VENGEANCE** 48%
Publisher Ubi Soft Issue #17
Super-game turned super-villain thanks to daft level design

**BATTLE ENGINE AQUILA** 78%
Publisher Atari Issue #31
Masterful looks, with skies full of fire

**BEN HUR: BLOOD OF BRAVES** 42%
Publisher Microids Issue #34
Good idea, badly executed

**BEYOND GOOD AND EVIL** 82%
Publisher Ubi Soft Issue #40
A charming, varied and very French adventure

**BIG MUTHA TRUCKERS** 79%
Publisher Empire Issue #31
Rootin' tootin' redneck haulage fun

**BIONICLE** 38%
Publisher EA Issue #41
Too hard for the young gamers it's courting

**BLADE 2** 51%
Publisher Activision Issue #28
By-the-numbers hitting that doesn't capture the film

**BLOOD OMEN 2** 79%
Publisher Eidos Issue #22
A horror romp with great atmosphere and visuals

**BLOODRAYNE** 57%
Publisher Vivendi Universal Issue #36
Stuck with it, and you'll find a half-decent adventure

**BLOODY ROAR 3** 79%
Publisher Virgin Interactive Issue #
No depth, but lots of explosions, acrobatics and fun

**BMX XXX** 58%
Publisher Acclaim Issue #31
Good core gameplay lost in a treacle of humourless smut

**BOMBERMAN KART** 51%
Publisher Konami Issue #41
Devoid of excitement, but the mini games ignite interest

**BOUNCER, THE** 66%
Publisher SCEE Issue #01
A passable evening's rented entertainment

**BOXING CHAMPIONS** 40%
Publisher Midas Interactive Issue #41
Entertaining for a budget brawler, but not a knock out

**BREATH OF FIRE: DRAGON QUARTER** 70%
Publisher Capcom Issue #41
Decent installment with an inventive battle system

**BRITNEY'S DANCE BEAT** 58%
Publisher THQ Issue #24
Too hard for kids and too repetitive for the rest of us

**BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS** 74%
Publisher Vivendi Issue #41
A no-nonsense beat 'em up. A tasty treat for Buffy fans

**BURNOUT** 88%
Publisher Acclaim Issue #15
An ideal foil to *GT3*'s smart-arsed sensibilities

**BURNOUT 2: POINT OF IMPACT** 91%
Publisher> Acclaim Issue> #28
Beautiful, emotional racing. Essential

**CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001** 83%
Publisher Capcom Issue #19
Probably the best 2D fighter ever

**CART FURY** 65%
Publisher Midway Issue #13
The action is pacey, but the dodgy graphics let it down

**CASPER: SPIRIT DIMENSIONS** 48%
Publisher TDK Mediactive Issue #22
Non-threatening junior gaming with a shiny veneer. Dull

**CASTLEWEEN** 45%
Publisher Ubi Soft Issue #30
You won't hate it, but it's too terrifyingly ordinary to buy

**CEL DAMAGE OVERDRIVE** 50%
Publisher EA Issue #36
Flat and messy, but hey, it's cheap

**CENTRE COURT: HARD HITTER 2** 62%
Publisher Midas Issue #33
Underwhelming and flawed

**CHAOS LEGION** 86%
Publisher> Issue>
Great Japanese action/shooter that trounces DMC2

**CHOPLIFTER: CRISIS SHIELD** 48%
Publisher XCat Interactive Issue #36
Ill-balanced, stressful, throwaway gaming

**CIRCUS MAXIMUS: CHARIOT WARS** 55%
Publisher THQ Issue #25
Gimmicky racer with paper-thin novelty value

**CITY CRISIS** 62%
Publisher Take 2 Issue #18
Lack of variety extinguishes the long-term appeal

## THE TOP 5... ADVENTURE/RPG

Top Five

### 1. FINAL FANTASY 10

Publisher> SCEE

91

The biggest, most life-swallowing RPG of them all. Yes, it's all random battles and cutscenes, but it's great.

**DARK CHRONICLE**
Debatably better than *FF10* but edged out in pomp and presence. Sixty hours in, we're still loving it. 90

**KINGDOM HEARTS**
A cool Disney game (thanks to its makers Square). Big, funny, touching and not just for kids. 88

**FINAL FANTASY 10-2**
Brilliant (cash-in?) re-working of *FF10* but not strictly new enough, and ultimately not as good as the original. 83

**DARK CLOUD**
The game that came before *Chronicle* is now totally outclassed. Clever, but odd, 'make your own town' gameplay. 81

## THE TOP 5... ACTION

Top Five

### 1. GTA: VICE CITY

Publisher> Rockstar

97

*Vice City* has flourished under all the expectations. The music, the styling, the freedom... Nothing beats it.

**GRAND THEFT AUTO 3**
*GTA3*'s vast scope and tiny touches are some of the most impressive on PS2. So little time, so much trouble to cause. 92

**FREEDOM FIGHTERS**
Simply the best squad-based game on PS2. Games this complete are rare indeed, it's a thoroughly compelling experience. 92

**SPLINTER CELL**
The ultimate 'boys-with-toys' action adventure that makes the leap to PS2 seem effortless. 91

**DEVIL MAY CRY**
A brilliant ad for PS2, but it lacks the long-term appeal of an all-time classic. Out now on Platinum, so give it a go. 90

**CLOCK TOWER 3** 59%
Publisher [illegible] Issue [illegible]
Some nice touches, but limited gameplay

**CLUB FOOTBALL** 61%
Publisher> Codemasters Issue> #42
Plenty off promise, but it fails to deliver

**COLIN MCRAE RALLY 04** 92%
Publisher [illegible] Issue [illegible]
If you've any interest in rally games you should get this

**COMMANDOS 2: MEN OF COURAGE** 79%
Publisher> Eidos Issue [illegible]
A gripping balance of action and strategy

**CONFLICT: DESERT STORM** 78%
Publisher [illegible] Issue [illegible]
Bags of potential undermined by stupid errors

**CONFLICT DESERT STORM 2** 88%
Publisher> SCi Issue> #39
Everything the last game was and more

**CONFLICT ZONE** 79%
Publisher> Ubi Soft Issue> #22
Cheap and pretty with legions of machines

**CONTRA: SHATTERED SOLDIER** 52%
Publisher> Konami Europe Issue> #32
It's a classic... but then so was *Warlords of Atlantis*

**CRASH BANDICOOT: THE WRATH OF CORTEX** 66%
Publisher> Vivendi Issue> #17
Next-gen reworking of Crash's 32-bit past glories

**CRAZY TAXI** 80%
Publisher> Acclaim Issue> #10
An incredibly addictive, albeit short, arcade hoot

**CRICKET 2002** 41%
Publisher> EA Issue> #16
A ham-fisted effort that's rotten to look at and to play

**DAKAR 2** 50%
Publisher Issue
One for Clarkson-esque obsessives only

**DANCE UK** 67%
Publisher> Big Ben Issue [illegible]
Dance-tastic, but too much of a challenge for most

**DANCING STAGE MEGAMIX** 85%
Publisher> Konami Europe Issue> #36
BEST ORIGINAL TITLE Get a mat and bop till you drop

**DARK ANGEL** 45%
Publisher Issue [illegible]

**DARK CHRONICLE** 90%
Publisher Issue [illegible]
Unadulterated class

**DARK CLOUD** 81%
Publisher> Sony Issue [illegible]
Manages to mould RPGs into something refreshing

**DARK SUMMIT** 56%
Publisher> THQ Issue [illegible]
Off track, off kilter, but a good stab at something different

**DAVE MIRRA FREESTYLE BMX 2** 76%
Publisher> Acclaim Issue> #14
Bugs aside, this still has some impressive moves on PS2

**DEAD OR ALIVE 2** 83%
Publisher> SCEE Issue> #05
Comic bosoms are no substitute for two-player scraps

**DEAD TO RIGHTS** 70%
Publisher> EA Issue> #38
Plenty of action, but no real flair

**DEFENDER** 76%
Publisher> Midway Issue> #31
Solid, frantic and ponderous

**DEF JAM VENDETTA** 75%
Publisher> EA Issue> #36
A very entertaining chunk of wrestling action

**DEUS EX: THE CONSPIRACY** 88%
Publisher [illegible] Issue [illegible]
Clever, gutsy and plot-heavy. Most detailed FPS yet

**DEVIL MAY CRY** 90%
Publisher> Capcom Issue> #15
Blindingly gorgeous and cracking to play

**DEVIL MAY CRY 2** 72%
Publisher [illegible] Issue [illegible]
Not as cool or as polished as the first one

**DIE HARD VENDETTA** 54%
Publisher [illegible] Issue [illegible]
Excruciatingly sub-par FPS action

**DINO STALKER** 58%
Publisher [illegible] Issue [illegible]
Capcoms best lightgun game yet, but still too lumbering

**DISNEY'S EXTREME SKATE ADVENTURE** 78%
Publisher> Disney Issue> #40
Multi-layered all the way through for gamers of all tastes

**DISNEY'S STITCH: EXPERIMENT 626** 64%
Publisher> Disney Issue> #27
A capable and enjoyable platformer if you're six

**DONALD DUCK PK** 64%
Publisher> Ubi Soft Issue> #30
Not quite the turkey we expected

**DOWNFORCE** 64%
Publisher> Titus Issue> #23
Adequate F1 racing, but a little too predictable

**DRAGON BALL Z: BUDOKAI** 60%
Publisher> Atari Issue> #30
Competent enough, but won't impress non-fans

**DRAGON RAGE** 43%
Publisher> 3DO Issue [illegible]
Uninspiring, prosaic and lifeless

**DRAKAN: THE ANCIENTS' GATES** 75%
Publisher Issue
Cracking adventure, but seen-it-all-before gameplay

**DRIVEN** [illegible]
Publisher> Bam! Entertainment Issue [illegible]
Dumb, vacuous, tired and shallow

**DRIVING EMOTION TYPE-S** 57%
Publisher> Squaresoft Issue> #01
Over-realistic handling makes it damn-near unplayable

**DR MUTO** 59%
Publisher [illegible] Issue [illegible]

**DROME RACERS** 50%
Publisher Issue
The Sunny Delight of futuristic racers

**DROPSHIP** 75%
Publisher [illegible] Issue [illegible]
An explosive title with a frustrating difficulty level

**DYNASTY WARRIORS 3: XTREME LEGENDS** 69%
Publisher [illegible] Issue [illegible]
Haphazard AI, but great mass combat

**DYNASTY WARRIORS 4** 80%
Publisher> Koei Issue> #37
An absolute must for fans of strategy and beat-em-up alike

**ECCO THE DOLPHIN: DEFENDER OF THE FUTURE** 52%
Publisher> Sony Issue> #18
Illogical puzzles and missions – distinctly average stuff

**EGGO MANIA** 40%
Publisher> Kemco Issue [illegible]
Pointless reshuffle of the old puzzle-game mainstays

**EJAY CLUBWORLD** 84%
Publisher> Empire Interactive Issue [illegible]
A solid, fuss-free choice for the amateur DJ

**ENDGAME** 49%
Publisher> Empire Issue [illegible]
Hackneyed lightgun game with no replay value

**ENTER THE MATRIX** 81%
Publisher [illegible] Issue [illegible]
Flawed, but rewarding, action-heavy experience

**ESCAPE FROM MONKEY ISLAND** 82%
Publisher [illegible] Issue [illegible]
Thoughtful, funny and addictively gentle

**ESPN NBA 2NIGHT 2002** 72%
Publisher [illegible] Issue [illegible]
Great graphics, but it still lags behind the NBA series

**ESPN INTERNATIONAL TRACK & FIELD** 63%
Publisher> Konami Issue> #04
A jolt of Bemani can't save it from looking tired

**ESPN INTERNATIONAL WINTER SPORTS** 55%
Publisher> Konami Issue> #20
Immaculate presentation but lacks any variety

**ESPN NATIONAL HOCKEY NIGHT** 68%
Publisher> Konami Issue> #09
Bang up-to-date. Marred by the character stats

**ESPN X GAMES SKATEBOARDING** 62%
Publisher> Konami Issue> #15
A flawed compromise of reality and fantasy

**ESPN WINTER X GAMES SNOWBOARDING** 70%
Publisher> Konami Issue> #04
The unforgiving learning curve may put the curious off

**ESPN WINTER X GAMES SNOWBOARDING 2** 69%
Publisher [illegible] Issue [illegible]
The authenticity's admirable, but the Career mode isn't

**EVERBLUE 2** 56%
Publisher [illegible] Issue [illegible]
Strangely compelling but not exactly exciting

**EVERQUEST ONLINE ADVENTURES** 70%
Publisher> SCEE Issue> #41
A living, breathing online fantasy world for PS2

**EVIL DEAD: A FISTFUL OF BOOMSTICK** 68%
Publisher> THQ Issue> #37
Retains some humour, but fails to be more than average

**EVOLUTION SKATEBOARDING** 54%
Publisher [illegible] Issue [illegible]
Another average game made marginally worse

**EVOLUTION SNOWBOARDING** 43%
Publisher [illegible] Issue [illegible]
A bad idea, poorly executed

**EXTERMINATION** 78%
Publisher [illegible] Issue [illegible]
Action, gunplay and panic, despite an unoriginal story

**EXTREME-G 3** 60%
Publisher [illegible] Issue [illegible]
Close, but absolutely miles away at the same time

**EYE TOY: PLAY** 82%
Publisher [illegible] Issue [illegible]
A fantastic combination of peripheral and game

**F1 2002** 84%
Publisher [illegible] Issue [illegible]
One of the most accessible simulators we've seen

**FANTAVISION** 85%
Publisher> SCEE Issue> #01
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun

**FELLOWSHIP OF THE RING, THE** 70%
Publisher> Vivendi Universal Issue> #30
[illegible]

**FERRARI F355 CHALLENGE** 67%
[illegible]

Publisher> SCEE Issue> #27
A stylish driving game, but it doesn't hang together as well as it should

**FIFA 2003** 81%
Publisher Issue
A refreshing alternative. Huge improvement on 2002

**FIFA 2004** 86%
Publisher Issue [illegible]
FIFA's finest hour

**FINAL FANTASY 10** 91%
Publisher> SCEE Issue> #23
BEST RPG The game it's all the others have to be

**FINAL FANTASY 10-2** 83%
Publisher> TBC Issue> #36
Smartland good looking, but not as compelling as FF10

**FINDING NEMO** 71%
Publisher> THQ Issue> #41
Relatively generic, but a charming action adventure

**FIREBLADE** 68%
Publisher> Midway Issue> #24
Thrilling early on, but slack gameplay in stealth mode

**FORMULA ONE 2001** 84%
Publisher> Sony Issue> #09
A rewarding challenge for anyone willing to rise to it

**FORMULA ONE 2002** 68%
Publisher> SCEE Issue> #29
The most complete package, let down by stupid errors

**FORMULA ONE 2003** 83%
Publisher> SCEE Issue> #39
A truly outstanding racing game

**F1 CAREER CHALLENGE** 58%
Publisher> EA Issue> #37
It doesn't hang together as well as it should

**F1 RACING CHAMPIONSHIP** 66%
Publisher> Ubi Soft Issue> #07
The [illegible] expectation [illegible]

**FREAK OUT** 79%
Publisher> Swing! AG Media Issue> #15
Nearly a classic – but repetitive with a short lifespan

**FREAKY FLYERS** 77%
Publisher> Midway Issue> #42
Possibly the best kart-racer ever - only it's airborne

**FREEDOM FIGHTERS** 92%
Publisher Issue [illegible]
An utterly compelling experience

**FREEKSTYLE** 59%
Publisher Issue [illegible]
A pastiche of SSX without the originality or depth

**FREESTYLE METAL X** 74%
Publisher> EA Issue> #40
Poodle around on a motorbike to the strains of Motorhead

**FREQUENCY** 64%
Publisher [illegible] Issue [illegible]
Fast and furious button-mashing

**FUR FIGHTERS** 86%
Publisher> Acclaim Issue [illegible]
BEST SHOOT 'EM UP Lots of humour and extras

**FUTURAMA** 75%
Publisher Issue [illegible]
Nowhere near as bad as you'd expect – and far funnier

**G1 JOCKEY 3** 43%
Publisher> Koei UK Issue> #34
For horse loving number crunchers only

**GALERIANS: ASH** 50%
Publisher> Big Ben Issue> #34
Little more than a prolonged, dull runabout

**GALLOPER** [illegible]
Publisher> Zoo Digital Issue> [illegible]
Superior to most horse racing titles, but [illegible]

## THE TOP 5... EXTREME SPORTS

Top Five

### 1. TONY HAWKS PRO SKATER 4

Publisher> Activision

94

Despite not having the [illegible] updated version first...

**TONY HAWK'S PRO SKATER 3**
Out now on Platinum – which is why we're continuing to [illegible] here. It's a divinely [illegible]
Get it 96

**SSX TRICKY**
[illegible] outrageously compulsive gameplay and riotous effects [illegible] precipice of [illegible]
95

**TONY HAWK'S UNDERGROUND**
Hardcore innovation meets cheesy execution, with a mix of tasty online extras. Tough, addictive and [illegible]
92

**AGGRESSIVE INLINE**
Huge, entertaining and engrossing – a bit more shine could have made this a real contender to [illegible]
83

## THE TOP 5... BEAT-EM-UP

Top Five

### 1. SOUL CALIBUR 2

Publisher> Namco

93

The very best fighter money [illegible] with PS2-exclusive old man Heihachi.

**TEKKEN 4**
Way more of everything than the stop-gap Tournament title. Characters, environments... it fulfills its [illegible] to the letter
90

**VIRTUA FIGHTER EVOLUTION**
Fixes issues and adds characters to the non *Evo* game. Remarkable for its Kumite 'train your [illegible] mode.
87

**ROCKY**
Probably the best movie licence game ever. Fight all the characters from the movies in a brilliant boxing [illegible]
84

**GUILTY GEAR X2**
2D ultra-fighting at its most extreme and barmy. Looks shonky but plays like a charm, if [illegible] hardcore.
84

MORE REVIEWS OVER THE PAGE...

## THE TOP 5... OOGSALL TITLES

### 1 DANCING STAGE MEGAMIX

Publisher> Konami Europe

85

OK, so small children and ladies love it, but don't be afraid to shake your ass to the ultimate PS2 party game.

**FANTAVISION** — A 'dawn of the PS2' game that combined simple, innovative select-and-click puzzle gameplay with ace firework graphics. 85

**EYETOY: PLAY** — An astounding piece of kit with games that will appeal to everyone from the hardcore gamer to the hardcore gamer's mum. 82

**GITAROO MAN** — The best rhythm action game, bar none. Dead simple, but dead good – it's guaranteed to raise a chortle. 79

**SUPER BUST-A-MOVE** — Older than the hills and totally unimproved in this PS2 version. It's still the best two-player puzzle game ever. 78

**GETAWAY, THE** 78%
Publisher SCEE Issue #31

**GHOST RECON** 65%
Publisher Ubi Soft Issue #30
Great tension, but slow and largely uneventful

**GIANTS: CITIZEN KABUTO** 80%
Publisher> Interplay Issue> #17
Good level design and the novelty of playing as three sides

**GIFT** 51%
Publisher Acclaim Issue #12
More playable and less 'weird' would've helped

**GITAROO MAN** 79%
Publisher THQ Issue #22
Rhythm action the way it should be

**GLADIUS** 52%
Publisher Activision Issue #32
A bad combat game with people in leather skirts

**GRANDIA 2** 45%
Publisher Ubi Soft Issue #23
Dated and dire. The combat system is utterly wasted

**GRAND PRIX CHALLENGE** 85%
Publisher Atari Issue #31
A playable and beautifully realised racer

**GRAND THEFT AUTO 3** 92%
Publisher> Take 2 Issue> #16
Amoral. And the attention to detail keeps you hooked

**GRAND THEFT AUTO: VICE CITY** 97%
Publisher> Rockstar Games Issue> #29
BEST ACTION TITLE The best that videogaming can offer

**GRAN TURISMO 3** 93%
Publisher Sony Issue #21
BEST RACING TITLE Astounds and challenges

**GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA** 79%
Publisher SCEE Issue #25
Dumbed down version of *GT3*: short but playable

**GRAVITY GAMES BIKE: STREET VERT DIRT** 48%
Publisher Midway Issue #26
Too hard, too restrictive and not enough initiative

**GREAT ESCAPE, THE** 73%
Publisher> Issue> #24
A solid game and a worthy homage to a great movie

**GREGORY HORROR SHOW** 70%
Publisher> Capcom Issue> #42
Tim Burton-esque comedy horror that ultimately lacks bite

**G-SURFERS** 49%
Publisher Midas Issue #16
Spend 40 quid on a Scalextric kit instead

**GTC: AFRICA** 74%
Publisher Kasa Issue #16
Lovely to look at, but uninspiring to play

**GUILTY GEAR X2** 84%
Publisher> Big Ben Interactive Issue> #35
Outrageously creative with perfectly well-balanced combat

**GUMBALL 3000** 73%
Publisher SCEE Issue #29
Superfast road racing that's fun while it lasts

**GUNDAM: FEDERATION VS ZEON** 39%
Publisher Atari Issue #29
Shallow, repetitive, tired and relentlessly tedious

**GUNFIGHTER 2: REVENGE OF JESSE JAMES** 40%
Publisher Ubi Soft Issue #35
Riddled with flaws and boring to boot

**GUNGRAVE** 68%
Publisher Activision Issue #30
Big fun, but tiny, tiny gameplay

**GUN GRIFFON BLAZE** 70%
Publisher Virgin Issue #07
Big respect from us

**HALF-LIFE** 90%
Publisher Vivendi Issue #16
If you've not played it on PC it's a must

**HARDWARE ONLINE ARENA** 68%
Publisher SCEE Issue #24
Decent, if somewhat slimline online combat game

**HARRY POTTER AND THE CHAMBER OF SECRETS** 65%
Publisher EA Issue #31
A good-looking game that'll satisfy Potter fans

**HAVEN: CALL OF THE KING** 81%
Publisher Midway Issue #28
Excellent ideas in need of some pruning

**HEADHUNTER** 81%
Publisher Sony Issue #19
An action-adventure with Hollywood pretensions

**HERDY GERDY** 69%
Publisher Eidos Issue #21
Lovely, aggravating and unfair action-strategy game

**HIGH HEAT MAJOR LEAGUE BASEBALL** 71%
Publisher 3DO Issue #24
Scrappy delivery and monkey animation conceal a tasty sim

**HITMAN 2: SILENT ASSASSIN** 89%
Publisher Eidos Issue #28
A rock-solid, free-form adventure

**HOTWHEELS VELOCITY X MAXIMUM JUSTICE** 51%
Publisher THQ Issue #31
A pleasant enough way of spending a couple of hours

**HULK, THE** 70%
Publisher Vivendi Issue #38
A greenish, goon-crumpling extravaganza

**HUNTER WAYWARD: THE RECKONING** 30%
Publisher> Vivendi Universal Issue> #41
Mostly dire with some glimmer of potential

**ICO** 85%
Publisher SCEA Issue #17
Strikes new ground for creative gaming. Less is more

**INDIANA JONES AND THE EMPEROR'S TOMB** 80%
Publisher> Activision Issue> #38
A rip-roaring adventure that's all-out action

**INDYCAR SERIES** 49%
Publisher> Codemasters Issue #37
Dull, ugly, frustrating and circular

**INTERNATIONAL CUE CLUB** 54%
Publisher Midas Interactive Issue #24
No PS2 magic here, but at £15 a pop, who cares?

**ISLAND EXTREME STUNTS** 65%
Publisher SCEE Issue #35
Finally – a game that's both for children and pretty good

**ISS3** 78%
Publisher Konami Issue #34
A great little game of football

**ITALIAN JOB: LA HEIST, THE** 54%
Publisher Eidos Issue #40
If you had nothing better to do, you'd choose nothing

**JADE COCOON 2** 70%
Publisher Ubi Soft Issue #22
Solid-enough critter-battling gameplay

**JAK & DAXTER** 85%
Publisher Sony Issue #1
Massive, gently enthralling and fun

**JAK 2: RENEGADE** 93%
Publisher Sony Issue #
BEST PLATFORMER Sugar-blasted collection of pure greatness

**JAMES BOND 007 IN AGENT UNDER FIRE** 88%
Publisher EA Issue #17
Every element thrown in so fast you can't help but enjoy it

**JAMES BOND 007 IN... NIGHTFIRE** 78%
Publisher EA Issue #30
*Agent Under Fire* reheated

**JET SKI RIDERS** 28%
Publisher Eidos Issue #38
About as half as good as *Splashdown* in every respect

**JONNY MOSELEY MAD TRIX** 38%
Publisher 3DO Issue #20
About as mad as a pair of brown brogues. Very dull

**JUDGE DREDD: DREDD VS DEATH** 83%
Publisher Vivendi Issue #46
A great depiction of our favourite fascist, but way too short

**JUNGLE BOOK GROOVE PARTY** 52%
Publisher Ubi Soft Issue #10
Tiny Disney fans will enjoy it, however briefly

**JURASSIC PARK: OPERATION GENESIS** 8%
Publisher Vivendi Issue #34
Classy but short-lived

**KENGO** 60%
Publisher Ubi Soft Issue #09
This could've been something special, instead it's dull

**KELLY SLATER'S PRO SURFER** 75%
Publisher Activision Issue #28
Slickly-produced, hard-working water-borne fun

**KESSEN 2** 64%
Publisher KOEI Issue #20
Looks epic but lacks depth. One for RTS fans

**KING OF ROUTE 66** 41%
Publisher Sega Issue #4
A *Crazy Taxi* clone without the lifespan

**KINGDOM HEARTS** 88%
Publisher SCEE Issue #29
Instantly accessible and beautifully realised

**KING'S FIELD: THE ANCIENT CITY** 54%
Publisher Metro3D Inc Issue #24
Moody and incompetent RPG – only for hardcore fans

**KLONOA 2** 73%
Publisher Namco Issue #10
Visually beautiful with well-machined gameplay

**KNOCKOUT KINGS 2001** 76%
Publisher EA Issue #07
Compromised by some nasty graphical glitches

**KNOCKOUT KINGS 2002** 81%
Publisher EA Issue #2
Combines arcade thrills and simulation depth

**KURI KURI MIX** 78%
Publisher> Empire Interactive Issue> #10
Proves that puzzlers don't have to be about blocks

**LEGAIA 2: DUEL SAGA** 59%
Publisher Eidos Issue #28
Attempts to put a new spin on the RPG, but fails short

**LEGENDS OF WRESTLING 2** 68%
Publisher Acclaim Issue #33
One for hardcore wrestling fans only

**LEGION: LEGEND OF EXCALIBUR** 70%
Publisher Midway Issue #27
Satisfactory, if flawed. A good, solid fantasy, though

**LEGO RACERS 2** 42%
Publisher Lego Software Issue #18
Simple racing for tots with some decent construction

**LE MANS 24 HOURS** 73%
Publisher Atari Issue #12
Can't compete with *GT3* in an already crowded field

**LETHAL SKIES** 63%
Publisher THQ Issue #27
More Fokker than F-14 – this flawed flier fails to take off

**LE TOUR DE FRANCE** 75%
Publisher Konami Issue #23
Engaging, but not to everyone's taste

**LE TOUR DE FRANCE: CENTENARY EDITION** 71%
Publisher Konami Issue #38
An enjoyable arcade-style racer

**LMA MANAGER 2003** 84%
Publisher Codemasters Issue #29
Fabulously well implemented and easy to grasp

**LONDON RACER: WORLD CHALLENGE** 59%
Publisher Davilex Issue #40
Good fun, but graphically takes a giant leap backwards

**LOONY TUNES SPACE RACE** 65%
Publisher Atari Issue #19
A simple game, but provides smooth thrills and giggles

**LORD OF THE RINGS: THE TWO TOWERS** 76%
Publisher EA Issue #29
A bit simplistic and repetitive

**LOTUS CHALLENGE** 60%
Publisher Virgin Interactive Issue #16
Cloying controls + poor racing = lacklustre experience

**MACE GRIFFIN: BOUNTY HUNTER** 79%
Publisher Vivendi Universal Issue #38
*Mace* triumphs thanks to its sharp ideas and style

**MADDEN NFL 2004** 87%
Publisher EA Issue #40
A sprawling, complex, yet absurdly playable Madden game

**MAD MAESTROS** 70%
Publisher Eidos Issue #22
Entertaining, but not as inventive as *Gitaroo Man*

**MARK OF KRI, THE** 74%
Publisher SCEA Issue #33
A decent attempt at improving on the hack 'n' slasher

**MARVEL VS CAPCOM 2** 84%
Publisher Capcom Issue #29
Brilliant fun with a frighteningly deep fighting system

**MASTER RALLYE** 55%
Publisher Microids Issue #24
Fun but flawed. It smacks of an early release

**MAXIMO** 84%
Publisher Konami Issue #20
Ace for hardcore gamers, but very tricky in places

**MAX PAYNE** 82%
Publisher Take 2 Issue #19
Stylish, dark and violent, but marred by ropey looks

**MDK2 ARMAGEDDON** 76%
Publisher Interplay Issue #09
Some inventive ideas let down by basic design flaws

**MEDAL OF HONOR: FRONTLINE** 89%
Publisher EA Issue #23
A supremely atmospheric and absorbing experience

**MEN IN BLACK 2: ALIEN ESCAPE** 42%
Publisher Atari Issue #26
A rough shoot-em-up that does nothing new

**METAL ARMS: GLITCH IN THE SYSTEM** 87%
Publisher Vivendi Issue #41
Robots AND guns. You know it makes sense

**METAL GEAR SOLID 2** 96%
Publisher> Konami Issue #20
Worth every bit of the hype

**METAL GEAR SOLID 2: SUBSTANCE** 78%
Publisher Konami Issue #33
Great for those who've not played *MGS2*

**METAL SLUG 3** 74%
Publisher> Daemon Issue> #39
A hugely enjoyable 2D blaster

**MICRO MACHINES** 59%
Publisher Atari Issue #30
A game of its time – which was about seven years ago

## THE TOP 5... DRIVING

### 1 GRAN TURISMO 3

Publisher> Sony

93

The most compelling racing experience yet. A game you can truly sink your teeth into. Nothing can touch it. Yet.

**COLIN MCRAE RALLY 04** — A defining moment for rally games. Everything has really come together for 04. If you like rallying, get it. 92

**BURNOUT 2: POINT OF IMPACT** — Beautiful, emotional racing that you have to play to appreciate. A classic idea, superbly implemented. 91

**WORLD RALLY CHAMPIONSHIP 3** — WRC3 is the motoring equivalent of a bungee jump into a box full of very fierce, angry lions. 89

**NEED FOR SPEED** — Fetishism, adrenaline-scorched racing and a great cop chase mode in one handy package. Close to perfect. 88

**MIDNIGHT CLUB 2** 80%
Publisher Rockstar Issue #37
Superb online play, but merciless solo player

**MIKE TYSON HEAVYWEIGHT BOXING** 61%
Publisher Codemasters Issue #23
No match for *Knockout*

**MINORITY REPORT** 60%
Publisher Activision Issue #31
Clever effects, but it's all over in a few hours

**MONSTERS, INC** 41%
Publisher Sony Issue #19
Cunning use of cutscenes doesn't make a decent game

**MORTAL KOMBAT: DEADLY ALLIANCE** 85%
Publisher Midway Issue #33
A big surprise and a big score

**MOTO GP3** 74%
Publisher SCEE Issue #32
Solid, good-looking racing, but lacks real depth

**MOTOR MAYHEM** 63%
Publisher Atari Issue #15
Dumb knockabout fun – like a diet version of *Twisted Metal*

**MR GOLF** 56%
Publisher Midas Games Issue #34
Stranded between adult depth and childish glee

**MR MOSKEETO** 52%
Publisher Eidos Issue #22
Odd, boring and average. More strange than fun

**MTV MUSIC GENERATOR 2** 90%
Publisher> Codemasters Issue> #40
If there's music in your soul, this disc belongs in your PS2

**MUMMY RETURNS, THE** 46%
Publisher Vivendi Issue #31
Flawed controls and stilted gameplay. Not fun

**MUSIC 3000** 81%
Publisher Jester Interactive Issue #35
Leagues ahead of the competition, but mightily complex

**MX 2002** 78%
Publisher THQ Issue #14
Not the fusion of racer and sim that it tries to be

**MX RIDER** 62%
Publisher Atari Issue #15
An ordinary addition to an ordinary racing genre

**MX SUPERFLY** 72%
Publisher THQ Issue #23
Better than *Freekstyle* – but not the best

**MYSTIC HEROES** 67%
Publisher Koei UK Issue #34
Like *Dynasty Warriors* without the sharp edges

**NAVAL OPS: WARSHIP GUNNER** 63%
Publisher SCEE Issue #41
A different take on strategy games, but ugly as hell

**NBA 2K3** 70%
Publisher Atari Issue #35
Intelligent and sophisticated b-ball sim

**NBA JAM** 77%
Publisher Acclaim Issue #42
Has it's limitations, but still captures the spirit of the original

**NBA LIVE 2003** 82%
Publisher EA Issue #35
Not perfect, but going in the right direction

**NBA LIVE 2004** 84%
Publisher EA Issue #42
EA maintain their standards with another heavyweight sim

**NBA HOOPZ** 70%
Publisher Midway Issue #07
As fun as the *NBA Jam* series ever was

**NBA STREET VOL2** 85%
Publisher EA Issue #35
Basketball – but without the rules

**NEED FOR SPEED** 88%
Publisher EA Issue #28
Adrenaline-scorched racing

**NEXT GENERATION TENNIS 2003** 55%
Publisher Wanadoo Issue #36
An adequate tennis game with plenty of play options

**NFL 2K3** 78%
Publisher Atari Issue #35
Accomplished, but perhaps a little difficult for casual gamers

**NHL 2003** 69%
Publisher EA Issue #26
No spark. Not much fun

**NHL HITZ 2003** 80%
Publisher Midway Issue #28
A solid-hitting hockey game

**NHL HITZ: PRO** 80%
Publisher Midway Issue #42
Extra depth and many statistics make for great fun

**NINJA ASSAULT** 71%
Publisher SCEE Issue #21
Entertaining enough, but comes up short everywhere

**NO ONE LIVES FOREVER** 71%
Publisher Vivendi/Universal Issue #24
Big, diverse, but hampered by faffing on the stealth elements

**NY RACE** 40%
Publisher Wanadoo Issue #31
Manages to enrage and bore at the same time

**ON** 62%
Publisher Take 2 Issue #07
Hi-tech combat lost in dull environments

**ONIMUSHA 2** 89%
Publisher Capcom Issue #27
Great combat, beautiful effects and diverting puzzles

**OPERATION WINBACK** 68%
Publisher KOEI Issue #08
Compelling, but nowhere near *MGS2*

**ORPHEN** 56%
Publisher Activision Issue #04
A brash attempt to defy RPG with facile gameplay

**PAC-MAN WORLD 2** 75%
Publisher SCEE Issue #35
Good platforming, but Pac's yesterday's man

**PARAPPA THE RAPPER 2** 78%
Publisher Sony Issue #16
Sherbet flavoured antidote to everything bleak on PS2

**PARIS-DAKAR RALLY** 60%
Publisher Acclaim Issue #15
Intriguing racer with uninspired and tepid presentation

**PENNY RACERS** 43%
Publisher Midas Issue #16
A bright and solid dinky racer. Cheap as well

**PETER PAN: LEGEND OF NEVERLAND** 50%
Publisher Sony Issue #20
A decent adventure for pre-school sprogs

**PIGLET'S BIG GAME** 60%
Publisher> Disney Interactive Issue> #39
Just enough gameplay huggability to tempt grown-ups

**PIRATES: LEGEND OF BLACK KAT** 38%
Publisher TDK Issue #21
When old action adventure games get this lazy

**POLICE 24/7** 49%
Publisher Konami Issue #19
Only a pathetic 14 minutes long in Story mode

**POOL MASTER** 45%
Publisher Take 2 Issue #05
Skimps in the areas it should be concentrating on

**PORTAL RUNNER** 55%
Publisher JVC Issue #16
Masks solid platforming behind unbalanced level design

**PREMIER MANAGER** 80%
Publisher> Zoo Digital Publishing Issue> #31
A stress-free introduction to football management

**PRIDE FC** 75%
Publisher THQ Issue #34
Slightly ponderous, but impressively strategic

**PRIMAL** 79%
Publisher SCEE Issue #33
Afternoon-stealing fun

**PRISONER OF WAR** 73%
Publisher Codemasters Issue #24
Good idea and atmosphere, but slow moving

**PRO EVOLUTION SOCCER 2** 94%
Publisher> Konami Issue> #29
Konami retain the footy crown

**PRO EVOLUTION SOCCER 3** 96%
Publisher> Konami Issue> #41
LIKE FOOTY? GET THIS Bloody nearly perfect

**PROJECT EDEN** 86%
Publisher Eidos Issue #14
A rare combination of brains and guns. Looks good too

**PRO RALLY 2002** 68%
Publisher Ubi Soft Issue #22
Passable induction to rallying, but not as good as *WRC*

**QUAKE 3 REVOLUTION** 85%
Publisher Bullfrog Issue #08
Bridging the gap between *Unreal* and *TimeSplitters*

**RALLY CHAMPIONSHIP** 56%
Publisher SCI Issue #24
An average game with the occasional bad bit

**RALLY FUSION: RACE OF CHAMPIONS** 68%
Publisher> Activision Issue> #29
One of the better B-list rally games

**RATCHET & CLANK** 91%
Publisher> SCEE Issue> #29
A labour of love on every crafted level

**RATCHET & CLANK 2** 85%
Publisher> SCEE Issue> #42
A superbly-executed adventure that oozes rare quality

**RAYMAN** 48%
Publisher Ubi Soft Issue #28
A blend of racer/platform/shooter, and a right mess too

**RAYMAN REVOLUTION** 68%
Publisher Ubi Soft Issue #05
The characters are for kids, the gameplay's for adults

**RAYMAN 3: HOODLUM HAVOC** 80%
Publisher Ubi Soft Issue #34
Addictive, frustrating, but invariably fun

**RC REVENGE PRO** 56%
Publisher Acclaim Issue #03
A diverting racer that doesn't take itself too seriously

**READY 2 RUMBLE: ROUND 2** 82%
Publisher Midway Issue #04
Boxing that looks good and makes you laugh

**RED CARD** 80%
Publisher Midway Issue #25
Arcade-paced action – not as good as *Pro Evolution*

**RED FACTION** 88%
Publisher THQ Issue #31
An entertaining action adventure that's not without flaws

**RED FACTION 2** 85%
Publisher THQ Issue #29
An enjoyably brainless, highly destructive romp

**REIGN OF FIRE** 71%
Publisher> Bam! Entertainment Issue> #30
A flight sim with scales

**RESIDENT EVIL CODE: VERONICA X** 80%
Publisher Capcom Issue #15
This revisit to zombie hell is familiar, but scary, stuff

**RESIDENT EVIL: DEAD AIM** 68%
Publisher Capcom Issue #27
An intuitive control system and bags of atmosphere

**RESIDENT EVIL SURVIVOR 2 CODE: VERONICA** 41%
Publisher Capcom Issue #20
Slow, tedious and about as chilling as a week-old kitten

**RETURN TO CASTLE WOLFENSTEIN OPERATION RESURRECTION** 80%
Publisher Activision Issue #36
A competent, sturdy shooter

**REZ** 66%
Publisher Sony Issue #36
Clever, but not half as innovative as it thinks it is

**RIDGE RACER 5** 72%
Publisher Namco Issue #01
Fast, undeniably attractive and always fun to play

**RIDING SPIRITS** 46%
Publisher> Bam! Entertainment Issue #27
Fairly reasonable motorbike jaunt, but quite frustrating

**RING OF RED** 74%
Publisher Konami Issue #40
Lush battles and loads of strategy – a bit like chess

**ROBOTECH: BATTLECRY** 69%
Publisher TDK Mediactive Issue #30
Possibly the best-looking cartoon robot game out there

**ROBOT WARLORDS** 46%
Publisher> Midas Interactive Issue #06
A derivative title that's very average

**ROBOT WARS: ARENAS OF DESTRUCTION** 63%
Publisher> BBC Issue> #16

**ROCKY** 84%
Publisher> Rage Issue> #29
Wins on points and nostalgia value

**RTX RED ROCK** 55%
Publisher> LucasArts Issue> #38
Another hum-drum climb-ladders, solve-puzzles effort

**RUGBY** 80%
Publisher EA Issue #10
A damn fine – if a little simple at times – game of rugby

**RUGBY 2004** 84%
Publisher EA Issue #40
A mean game held back by unconvincing player movement

**RUMBLE RACING** 76%
Publisher EA Issue #10
Arcade-style knockabout racing at its idiotic best

**RUNE: VIKING WARLORD** 56%
Publisher Take 2 Issue #15
Visually inept at times, but still enough fun to interest

**RYGAR: THE LEGENDARY ADVENTURE** 78%
Publisher Tecmo Issue #32
A polished and enjoyable tale of Roman rivalry

**SAMURAI** 74%
Publisher> Bam! Entertainment Issue> #25
An excellent idea, reasonably well done

**SAVAGE SKIES** 67%
Publisher> Big Ben Interactive Issue> #34
Slightly bland air-based smoke-'em-up

**SCOOBY-DOO: NIGHT OF 100 FRIGHTS** 64%
Publisher THQ Issue #25
Competently designed, by-the-numbers platforming

**SCRABBLE 2003 EDITION** 64%
Publisher> Ubi Soft Issue> #40
You're better off playing the board version

**SEEK & DESTROY** 69%
Publisher> Sony Issue> #39
For this price you'll not find a better shooter

## THE TOP 5... FIRST-PERSON GAMES

Top Five

**1 TIMESPLITTERS 2**
Publisher> EA

95
Stunning multiplayer action PLUS a massive, varied single-player mode too. Funny, clever and exciting.

**HALF-LIFE 2**
Go on then! Moan about it being an old PC game. Yeah, but it's like the best PC game ever made Dummm...
90

**MEDAL OF HONOR: FRONTLINE**
War can be hell. It can also be a brilliant FPS. Mid levels may plod, but early and late stages will astonish. Excellent.
89

**JAMES BOND AGENT UNDER FIRE**
*Nightfire* may be newer and 'better', but we prefer the original. Be Bond in a masterful and massive FPS adventure.
88

**RED FACTION 2**
Lower scoring than its brilliant (for the time) original, but definitely more refined, if still a little grimy round the edges.
85

## THE TOP 5... PLATFORMERS

Top Five

**1 JAK 2: RENEGADE**
Publisher> SCEE

93
Vast, well-built and bursting with distractions. How other platformers can ever hope to match this is beyond us.

**RATCHET & CLANK**
Looks good, is expertly designed and has the most upgrades and options of any platformer, like, ever. It rules.
91

**JAK & DAXTER**
Out on Platinum and, despite it whiffing of 'PS2 does good platform adventure', it looks great, and has some neat ideas.
85

**RATCHET & CLANK 2**
Oozes the same rare quality as its predecessor, and every element of the game is superbly executed. Go on, play it.
85

**MAXIMO**
A platform game for people who are really good at games. Tough and good looking, with a 'respect due' heritage.
84

MORE REVIEWS OVER THE PAGE...

# THE TOP 5... SMASH-EM-UPS

Top Five

## 1 FUR FIGHTERS

Publisher> Acclaim

86

Packed with humour, stuff to do and plenty of extras. Why can't all games be like this?

**2 STAR WARS: STARFIGHTER**

Atmospheric, exciting and full of explosions – *Starfighter's* everything a *Star Wars* game should be.

85

**3 STAR WARS: JEDI STARFIGHTER**

An attractive plot-driven shoot-em-up that's engaging, intuitive and great fun to play.

80

**4 TWISTED METAL: BLACK**

Fast, frenetic and a real puller. We like the way its addictively sick carnage plays.

80

**5 TIME CRISIS 2**

A fantastic coin-op conversion that eclipses the original. Shooting things is as much fun as it ever was

78

**SEGA BASS FISHING DUEL** 55%
Publisher Acclaim Issue 32
Shallow, dull and humourless

**SHADOW HEARTS** 60%
Publisher Midway Issue 31
Different in setting, clever in combat, but over-familiar

**SHADOW MAN: 2ECOND COMING**
Publisher Acclaim Issue 20
Brave, enjoyable, but ultimately flawed

**SHADOW OF MEMORIES** 80%
Publisher Konami Issue 06
Play through it a few times to really appreciate it

**SHIFTERS** 40%
Publisher SCEE Issue 24
Save your cash for *Onimusha 2*

**SHINOBI** 75%
Publisher Sega Issue 5
A worthy challenge for any game

**SHOX**
Publisher EA Issue 26
Fails to show off enough to make it a must-have

**SHREK SUPER PARTY** 58%
Publisher TDK Mediactive Issue 35
Fine – with lots of friends and lots of alcohol

**SILENT HILL 3** 87%
Publisher Konami Issue 56
Lacks tension until the amazing last few hours

**SILENT SCOPE 3** 54%
Publisher Konami Issue 31
We completed this in four hours *Four hours*

**SILPHEED** 51%
Publisher Working Design Issue 03
Burns bright to the bitter, but quickly finished, end

**SIMPSONS HIT AND RUN** 77%
Publisher Vivendi Issue 42
Finally a Simpsons game that's worth playing

**SIMPSONS ROAD RAGE, THE**
Publisher EA Issue 06
Feels lightweight next to *Crazy Taxi*. Great design though

**SIMS, THE**
Publisher EA Issue 43
Genuine effort has been put into this conversion

**SKY ODYSSEY**
Publisher SCEE Issue 08
Hugely addictive with a real sensation of flight. Chilled

**SLAM TENNIS** 77%
Publisher Atari Issue 25
Smart arcade-style tennis sim – similar to *Virtua Tennis*

**SLED STORM** 76%
Publisher EA Issue 2
Very fast, very samey and too damn short

**SLY RACCOON**
Publisher SCEE Issue 43
Beautifully cel-shaded thief-em-up

**SMASH CARS** 54%
Publisher> Metro 3D Issue> 36
It looks nice, but there's no reason to get excited by it

**SMASH COURT TENNIS: PRO TOURNAMENT** 87%
Publisher Issue 24
Up there with the best sports games on PS2

**SMUGGLER'S RUN** 75%
Publisher Take 2 Issue 03
Not enough one-player depth to really engage

**SMUGGLER'S RUN 2: HOSTILE TERRITORY** 77%
Publisher Take 2 Issue 11
Too intense and samey

**SOCOM: US NAVY SEALS** 82%
Publisher SCEA Issue 30
Well worth a look, but you'll need broadband

**SOLDIER OF FORTUNE: GOLD EDITION** 64%
Publisher Codemasters Issue 23
A PC port that's a fraction of the game it should be

**SOS: THE FINAL ESCAPE** 81%
Publisher Tecmo Issue 37
A well-balanced, gripping and funny action adventure

**SOUL CALIBUR 2** 93%
Publisher> Namco Issue> 40
BEST BEAT-EM-UP The Brad Pitt in the Fight Club that is PS2

**SOUL REAVER 2** 78%
Publisher Eidos Issue 11
A total revamp – not fresh, but still tasty

**SPEED KINGS** 55%
Publisher Acclaim Issue 32
Fast, but frustrating – not nearly fun enough

**SPIDER-MAN: THE MOVIE**
Publisher> Activision Issue 22
Very hard in places, but still good fun

**SPLASHDOWN** 75%
Publisher Atari Issue 26
High-adrenaline racing can't atone for the lack of innovation

**SPLASHDOWN 2: RIDERS GONE WILD** 75%
Publisher THQ Issue 40
Arcade fun for racers not wanting the chore of gear change

**SPLINTER CELL** 91%
Publisher> Ubi Soft Issue> 34
The ultimate 'boys with toys' action adventure

**SPY HUNTER** 79%
Publisher Midway Issue 14
A beautifully crafted thrill with an vast sense of style

**SPYRO: ENTER THE DRAGONFLY** 68%
Publisher Universal Interactive Issue 30
A breezy, traditional platformer

**SSX TRICKY** 95%
Publisher> EA Issue> 26
Very cool Compulsive gameplay and riotous effects

**SSX3** 94%
Publisher Issue

**STARSKY & HUTCH** 77%
Publisher Empire Issue 35
Top entertainment in the co-op mode

**STAR TREK VOYAGER: ELITE FORCE** 75%
Publisher Codemasters Issue 25
Frayed around the edges, but it plays tightly enough

**STAR WARS: BOUNTY HUNTER** 62%
Publisher Activision Issue 31
Without the Star Wars link, you'd barely look twice

**STAR WARS: JEDI STARFIGHTER** 80%
Publisher Activision Issue 22
Accomplished, attractive plot-driven and bloody good fun

**STAR WARS: STARFIGHTER** 85%
Publisher Activision Issue 05
Atmospheric, exciting, and full of explosions

**STAR WARS: SUPER BOMBAD RACING** 45%
Publisher Activision Issue 31
A flawed Karter despite having a diddy Darth Maul

**STAR WARS: THE CLONE WARS** 69%
Publisher Activision Issue 32
A shameless tie-in with a few passable moments

**STATE OF EMERGENCY** 75%
Publisher Take 2 Issue 20
Entertaining violence that's just a bit too shallow

**STREET FIGHTER EX3** 79%
Publisher Capcom Issue 02
A worthwhile update of an elderly series

**STREET HOOPS** 64%
Publisher Activision Issue 26
Gameplay imbalance turns this into a B-ball also-ran

**STUNTMAN** 74%
Publisher Atari Issue 26
Frustrating, but gripping gameplay

**SUIKODEN 3**
Publisher> Konami Issue> 36
It falters without exciting CG or realtime battles

**SUMMER HEAT BEACH VOLLEYBALL** 56%
Publisher> Acclaim Issue> 39
Competent, but nothing more than a diversion

**SUMMONER** 70%
Publisher THQ Issue 07
A game with massive aspirations

**SUMMONER 2** 73%
Publisher THQ Issue 23
Usurps the original, but not much inspiration or invention

**SUM OF ALL FEARS, THE** 57%
Publisher Ubi Soft Issue 29
Repetitive, short and unimaginative

**SUPER BUST-A-MOVE** 78%
Publisher Acclaim Issue 04
Little more than a buffing up of the classic game

**SUPERFARM** 60%
Publisher Ignition Issue 42
Powerstone rip-off where animals fling shit at each other

**SUPERMAN: SHADOW OF APOKOLIPS** 48%
Publisher Atari Issue 29
Great hero. Very average game

**SUPER TRUCKS** 45%
Publisher Gotham Interactive Issue 22
Slow and bland – will only appeal to Super Truck fans

**SWAT GLOBAL STRIKE TEAM** 82%
Publisher Vivendi Issue 24
Quality voice recognition squad based action

**SWING AWAY GOLF** 70%
Publisher Issue 07
A round of golf with ludicrous cartoon character

**SX SUPERSTAR** 53%
Publisher Acclaim Issue 38
Predictable, benign, non-event of a game

**TAZ: WANTED** 70%
Publisher Atari Issue 25
Great fun for a quick platforming fix

**TD OVERDRIVE** 64%
Publisher Atari Issue 33
Fast and fun, but lacks innovation

**TEKKEN 4** 90%
Publisher> Sony Issue 27
PS2's premier fighter

**TEKKEN TAG TOURNAMENT** 87%
Publisher Sony Issue 04
The genre-defining master of violence

**TENCHU: WRATH OF HEAVEN** 70%
Publisher Activision Issue
Good, but lacks attention to detail

**TERMINATOR: DAWN OF FATE** 49%
Publisher Atari Issue 28
Nicks all the best ideas from other games

**TEST DRIVE: OFFROAD WIDE OPEN** 44%
Publisher Atari Issue 11
No originality – it's more reliant on luck than skill

**THEME PARK WORLD** 68%
Publisher EA Issue 05
Capable of running itself without any help from you

**THING, THE** 83%
Publisher Vivendi Issue 37
A brilliant adaptation of a unique movie

**THIS IS FOOTBALL 2003** 74%
Publisher Sony Issue 28
Reasonable footy game, but an excellent player-manager

**THUNDERHAWK: OPERATION PHOENIX** 70%
Publisher Eidos Issue 34
An explosive charge into occupied territory

**TIGER WOODS PGA TOUR 2004** 81%
Publisher EA Issue 40
EA and Tiger bring home another winner

**TIME CRISIS 2** 78%
Publisher Sony Issue 06
A fantastic coin-op conversion

**TIMESPLITTERS 2** 95%
Publisher Eidos Issue 26
BEST FPS TITLE Zen-balanced gameplay

**TOCA RACE DRIVER** 82%
Publisher Codemasters Issue 26
Stylish storytelling – but just not as good as GT

**TOKYO ROAD RACE** 45%
Publisher Midas Issue 36
A beige cardigan of a game

**TOMB RAIDER: THE ANGEL OF DARKNESS** 58%
Publisher Eidos Issue 36
A plodding, fiddly and average action-adventure

**TONY HAWK'S PRO SKATER 3** 96%
Publisher Activision Issue 27
BEST SPORTS A brilliantly-realised challenge

**TONY HAWK'S PRO SKATER 4** 94%
Publisher Activision Issue 30
BEST EXTREME SPORTS Free-roaming, tough and addictive

**TONY HAWK'S UNDERGROUND** 92%
Publisher> Activision Issue 42
Further innovation on the Hawk skating series

**TOP GEAR DARE DEVIL** 62%
Publisher Sega Issue 04
Like an attractive 3D *Pac Man*, only in small c

# THE TOP 5... FOOTY

Top Five

## 1 PRO EVOLUTION SOCCER 3

Publisher> Konami

96

Refinement to the graphics and gameplay make this absolutely perfect. Only small matters stop it being 99%

**2 PRO EVO SOCCER 2**

Despite it receiving a fraction less than its predecessor, if you don't own *Pro Evo*, get this first...

94

**3 FIFA 2004**

Shiny like Bobby Charlton's bonce and thoroughly playable to boot. This is FIFA's finest hour, but *Pro Evo* still nicks it by a whisker

86

**4 FIFA 2003**

Cast aside your preconceptions – *FIFA 2003* is finally a contender, and makes for a refreshing alternative.

81

**5 RED CARD**

More in-depth than the throat-kicking gimmick suggests *Red Card* hovers on greatness – but can't quite last the full 90 minutes

80

# THE TOP 5... ALL TIME BEST

Top Five

## 1 GRAND THEFT AUTO: VICE CITY

Publisher> Rockstar

97

Yes, it's PSM2's favourite game ever. It's all about freedom, a great storyline and superlative gameplay.

**2 PRO EVOLUTION SOCCER 3**

Refinement to the graphics and gameplay make this absolutely perfect. Only small matters stop it being 99%

96

**3 TIME SPLITTERS 2**

One of the main devices for the removal of PSM2 spare time. And single-player mode is cool too.

96

**4 SSX3**

The most amazing threequel - builds on everything that's gone before and then some. You owe it to yourself to play this. It's a cracker.

94

**5 TONY HAWK'S PRO SKATER 4**

Better than *Tony 3* and pretty much at the peak of what can be done in a skateboarding game. Until *THUG...*

94

**TOP GUN: COMBAT ZONE** 67%
**Publisher**> Virgin Interactive **Issue**> #16
Limited, low-level mission structure

**TOTAL IMMERSION RACING** 74%
**Publisher**> Empire Interactive **Issue**> #31
A well-executed, albeit less in-depth, *GT3* substitute

**TRANSWORLD SURF** 72%
**Publisher** Atari **Issue** #20
An enjoyable first attempt at digital surfing

**TREASURE PLANET** 75%
**Publisher** Sony **Issue** #29
Not that polished, but not a decision you'd regret

**TRIBES: AERIAL ASSAULT** 74%
**Publisher** Acclaim **Issue** #27
The lumbering state of play is an aquired taste

**TUROK EVOLUTION** 71%
**Publisher** Acclaim **Issue** #28
A conventional shooter that replicates rather than innovates

**TWISTED METAL: BLACK** 80%
**Publisher** Sony **Issue** #16
Fast and frenetic. We like the way this sick carnage plays

**TY THE TASMANIAN TIGER** 50%
**Publisher** EA **Issue** #29
Made with the most soulless corporate agenda in the world

**UEFA CHALLENGE** 56%
**Publisher**> Atari **Issue**> #12
Stilted animation and odd ball movement. Shame

**UEFA CHAMPIONS LEAGUE 2001/02** 48%
**Publisher** Take Two **Issue** #16
A competent footy game overwhelmed by irritating flaws

**UFC: THROWDOWN** 75%
**Publisher** Ubi Soft **Issue** #27
A well-realised game offering something genuinely different

**UNLIMITED SAGA** NEW ENTRY 41%
**Publisher** Atari **Issue** #42
One of the worst RPGs we've ever played

**UNREAL TOURNAMENT** 82%
**Publisher** Atari **Issue** #07
Excellent single-player mode. Fails badly in multiplayer

**VAMPIRE NIGHTS** 59%
**Publisher** SCEE **Issue** #4
A valiant attempt to extend the life of a lightgun shooter

**VEXX** 73%
**Publisher** Acclaim Entertainment **Issue** #34
Challenging, but bogged down with petty niggles

**VICTORIOUS BOXERS** 80%
**Publisher**> Empire Interactive **Issue**> #14
This realistic boxer falls just short of greatness

## THE TOP 5... SPORTS

Top Five

### 1 VIRTUA TENNIS 2
**Publisher**> Acclaim

88

A brilliant PS2 game rather than a brilliant basketball sim. By ditching the 'sim' guff, they've created a monster.

### 2 MADDEN 2003
The ultimate American Football game if you've at least a passing interest in the sport, then this is for you.
87

### 3 NBA STREET VOLUME 2
If you like your basketball with a hint of those Nike Freestyle ads, then you'll love this. We've still got love for the street.
85

### 4 NBA LIVE 2004
Spritely and accessible, but also has immense depth. EA maintain their standards with another heavyweight sim.
84

### 5 TIGER WOODS PGA TOUR 2004
Like eating all the golf pie, then finding another slice in your beard. More options for the best golf game on PS2.
81

**VIRTUA COP: ELITE EDITION**
**Publisher**> Acclaim **Issue**
Looks as tired as it plays

**VIRTUA FIGHTER 4 EVOLUTION** 87%
**Publisher** Sega **Issue** #35
An engrossing and accomplished fighter

**VIRTUAL-ON: MARZ** 56%
**Publisher**> Sega **Issue**> #39
Deceptively deep, but no match for the big boys

**VIRTUA TENNIS 2** 88%
**Publisher**> Acclaim **Issue**> #30
The most complete tennis game around

**V-RALLY 3** 81%
**Publisher** Atari **Issue** #24
A solid, satisfying racer

**WACKY RACES** 63%
**Publisher** Atari **Issue** #11
Looks nice, but let down by some really annoying flaws

**WAKEBOARDING UNLEASHED: FEATURING SHAUN MURRAY** 65%
**Publisher** Activision **Issue** #37
Akin to *Hawks* on water – but not as good

**WALLACE AND GROMIT IN PROJECT ZOO** 69%
**Publisher** Bam! **Issue** #41
Full of Aardman quality, but for Wallace worshippers only

**WARHAMMER 40,000: FIRE WARRIOR** 65%
**Publisher** THQ **Issue** #40
Nowhere near the top rank of FPS shooters

**WAR OF THE MONSTERS** 69%
**Publisher** SCEE **Issue** #34
The annoyance cancels out the fun

**WDL THUNDER TANKS** 69%
**Publisher** THQ **Issue** #06
Basic and linear, but get into it and it's surprisingly fun

**WEAKEST LINK, THE** 60%
**Publisher**> Activision **Issue**> #16
Stinks of quality and does the job properly

**WHO WANTS TO BE A MILLIONAIRE 2** 53%
**Publisher** Eidos **Issue** #37
If you're having a crap party then rent this

**WILD ARMS 3** 71%
**Publisher** Ubi Soft **Issue** #34
Surprisingly non-plodding and punchy for a role player

**WILD WILD RACING** 71%
**Publisher** Rage **Issue** #03
Frustrating controls make this an exasperating ride

**WIPEOUT FUSION** 73%
**Publisher** Sony **Issue** #19
Other killer apps on PS2 relegate this to a shiny sequel

**WOODY WOODPECKER: ESCAPE FROM BUZZ BUZZARD'S PARK** 49%
**Publisher** Cyke **Issue** #36
Another squiffy cel-shaded platformer

**WORLD CHAMPIONSHIP SNOOKER 2003** 78%
**Publisher**> Codemasters **Issue**> #37
Bigger and better than the previous incarnations

**WORLD RALLY CHAMPIONSHIP 2** 85%
**Publisher** SCEE **Issue** #29
One for true rally enthusiasts and no-one else

**WORLD RALLY CHAMPIONSHIP 3** NEW ENTRY 89%
**Publisher** SCEE **Issue** #42
Extreme, exhilarating and dangerous rally action

**WORMS 3D** NEW ENTRY 80%
**Publisher** Sega **Issue** #42
Classic comedy-strategy and one of the best multiplayers

**WORMS BLAST** 57%
**Publisher** SCEE **Issue** #24
One for true enthusiasts and no-one else

**WRECKLESS: THE YAKUZA MISSIONS** 38%
**Publisher** Activision **Issue** #30
Brainless, loud and daft

**WWE CRUSH HOUR** 49%
**Publisher** THQ **Issue** #37
Buckets of enthusiasm, but way too basic and shallow

**WWE SMACKDOWN! SHUT YOUR MOUTH** 82%
**Publisher** THQ **Issue** #25
Astounding for fans, adequate for everyone else

**WWF SMACKDOWN! JUST BRING IT** 80%
**Publisher** THQ **Issue** #16
More a next-gen tweaking of *Know Your Role*

**XGRA: EXTREME G** 75%
**Publisher** Acclaim **Issue** #40
A nice attempt at dark, futuristic racing

**X-MEN: NEXT DIMENSION** 67%
**Publisher** Activision **Issue** #31
A heroic effort, let down by an uneven fighting system

**X-MEN: WOLVERINE'S REVENGE** 75%
**Publisher** Activision **Issue** #36
Engrossing and addictive, but far inferior to *Splinter Cell*

**X SQUAD** 59%
**Publisher** EA **Issue** #06
Average. Bland graphics and poor puzzles don't help

**YU-GI-OH!: DUELLISTS OF THE ROSES** 62%
**Publisher**> Konami **Issue**> #41
Decently strategic card-battling, but a little opaque

**ZOE 2: THE 2ND RUNNER** 79%
**Publisher**> Konami **Issue**> #35
All the looks and depth of a photo of Heidi Klum

## PHEW, THAT'S IT...

Now you know all the games worth buying and all the lemons you should avoid. Don't buy a game until you've consulted PSM2 first. Reckon your PS2 knowledge is a bit lacking? Then cut out these pages or carry them with you. Always

THE WORST PS2 GAMES EVER MADE

## PSM2'S BROWN ZONE

**4X4 EVOLUTION 2** 36%
Issue> #31 A jerky, cowering

**18 WHEELER** 36%
Issue> #19 Simplistic

**AIR RANGER RESCUE HELICOPTER** 24%
Issue> #29 Feeble, do-good helicopter sim

**ALPINE RACER 3** 31%
Issue> #31 An utterly

**ARMY MEN: GREEN ROGUE** 18%
Issue> #11 We'd rather dance on broken

**ATLANTIS 3: THE NEW WORLD** 19%
Issue> #21 This is a relic from a forgotten

**BUTT UGLY MARTIANS: ZOOM OR DOOM** 34%
Issue> #30 Faced with this, we choose doom

**CHARLIE'S ANGELS** 14%
Issue> #39 Even if it was

**CRASHED** 31%
Issue> #28

**DAVID BECKHAM SOCCER** 24%
Issue> #24 A tragic, barely playable

**DISNEY'S DINOSAUR** 35%
Issue> #05 Crap game of

**DNA: DARK NATIVE APOSTLE** 37%
Issue> #16 Makes you work very hard

**DONALD DUCK: QUACK ATTACK** 29%
Issue> #06 Stunningly basic and enormously

**ETERNAL RING** 35%
Issue> #02 An

**EVIL TWIN: CYPRIEN'S CHRONICLES** 30%
Issue> #19 So French it hurts

**FLINTSTONES, THE: VIVA ROCK VEGAS** 13%
Issue> #18 An insult to anyone with

**FRANK HERBERT'S DUNE** 22%
Issue> #20 Remedial AI plus ham-fisted

**FROGGER BEYOND** 35%
Issue> #40 Too simplistic for

**GAUNTLET** 32%
Issue> #10 Play with friends so you can

**GODAI** 26%
Issue> #27

**GO GO GOLF** 15%
Issue> #36 Try playing

**GRADIUS 3 & 4** 29%
Issue> #02 Like

**HIDDEN INVASION** 21%
Issue> #30 Pendulum

**INTERNATIONAL LEAGUE SOCCER** 07%
Issue> #12 The worst football game EVER

**IRON ACES 2** 17%
Issue> #20 Confusing

**JET ION GP** 07%
Issue> #23

**KNIGHT RIDER** 27%
Issue> #30 An ill-conceived

**LAKEMASTERS EX** 36%
Issue> #22 Half the price of Bass Strike, and half the game

**LARGO WINCH: EMPIRE UNDER THREAT** 11%
Issue> #36 Smug, hateful character in a vile game

**LONDON RACER 2** 23%
Issue> #30 Drive, drive... thwunk. Honestly, this is crap

**MARY-KATE AND ASHLEY: SWEET 16 LICENSED TO DRIVE** 33%
Issue> #36 This game is utter misery

**MUSIC MAKER** 23%
Issue> #19 Unintentionally hilarious

**PERFECT ACE PRO TENNIS** 38%
Issue> #38 An average tennis game that's way too basic

**POLAROID PETE** 35%
Issue> #18 Like a bad game from ten years ago

**POWERPUFF GIRLS, THE** 29%
Issue> #31 Only challenging for drooling toddlers

**PRYZM: THE DARK UNICORN** 15%
Issue> #30 We never want to play this again. Ever

**RC SPORTS COPTER CHALLENGE** 36%
Issue> #29 About as much fun as pulling your eyelashes out

**RUNABOUT 3** 22%
Issue> #30 The handling is frikkin' awful

**SALT LAKE 2002** 39%
Issue> #19 Lacks an arcade's punch or a sim's substance

**SCORPION KING, THE: RISE OF THE AKKADIAN** 23%
Issue> #29 Cack-handed combat

**SEGA SOCCER SLAM** 36%
Issue> #30 A lazy attempt at fun footy

**SHADOW OF ZORRO** 35%
Issue> #20 Too clumsy to even approach 'fun'

**SHAUN PALMER'S PRO SNOWBOARDER** 35%
Issue> #18 Lacks the flair and playability of its rivals

**SIMPSONS SKATEBOARDING, THE** 09%
Issue> #33 Worst Game Ever. Nearly

**SKY SURFER** 29%
Issue> #06 Badly conceived and shoddily executed. Avoid

**SPACE INVADERS: INVASION DAY** 30%
Issue> #42 Only fun for the first five minutes

**SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION** 23%
Issue> #36 Monsieur Villeneuve needs better glasses

**STUNT GP** 38%
Issue> #16 Don't bother playing it twice

**SUNNY GARCIA SURFING** 33%
Issue> #21 Water, water everywhere... and what's the point

**SUPERCAR STREET CHALLENGE** 36%
Issue> #18 Spend £30 on *Burnout* instead

**SURFING H3O** 32%
Issue> #05 Linear levels and weak graphics – a damp squib

**SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE** 08%
Issue> #26 An absolute shocker

**TETRIS WORLDS** 32%
Issue> #23 Pointless fingering of an old-skool puzzler

**TOP ANGLER** 22%
Issue> #22 Plays like a damp dog

**TWIN CALIBER** 32%
Issue> #28 Bendy limbed stupid auto-pilot shooter

**USA RACER** 37%
Issue> #36 Driving at its most tepid

**WARRIORS OF MIGHT & MAGIC** 24%
Issue> #09 The terrible level design is just for starters...

**WDL WAR JETZ** 29%
Issue> #69 Love Hewitt-thin, inadequate gameplay

**WHIRL TOUR** 34%
Issue> #35 Scooters? Don't even go there

PLAYSTATION 2 MAGAZINE
PSM2

# PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS

JAK OF DOOM: Need help with *Jak2*? Then we're to help, help, HELP! Verily so.

## CHEATS NEVER PROSPER. THEY GET HORRIBLY MURDERED WITH KNIVES.

DAN D

**Why do you cheat? Is it to look good? Think the ladies like it, do you? Eh? Hmm? Think it improves your weedy physique, the one that's wasted away through years of sitting inside playing games instead of going outside, climbing trees and stroking girls? Or is it because you can't be bothered to make the effort? To actually *play* a game and experience what the developers wanted you to experience? You make us *sick*, you pathetic pustule of pretend-play preposterousness.**

But we know that *none* of you are like that, dear readers. Pro Tips is an enormous social experiment, you see – we put these pages in the magazine simply to act as a dreadful lure for the weaker-willed amongst you. And every time one of you cracks – yes, we're talking about *you*, Mr. H. Headsparrow of Throgmorton – and enters a cheat code, a little bell rings at PSM2 Towers and a big red light flashes on. Then off again. And all of us, without exception, shake our heads slowly and weep, weep until great strings of snot plaster our chins and our eyes are red raw from the copious tears we've spilled.

**NEED HELP?**

Are you cack-handed at *Kessen*? Boarding like a berk in *SSX*? Or have you got some advice you'd like to give to other readers? Then email us at PSM2@futurenet.co.uk or write to us at the usual address.

Thankfully, not many of you resort to cheating, so you may wear your gaming purity with pride. But, just like Santa Claus, we know who's been naughty or nice, except we don't deliver presents. Only really harsh review scores and a very lovely DVD every month.

But then, we don't really give a shit who cheats or not. Go on, knock yourselves out. We're not looking.

**PSM2 PRO TIPS ARE POWERED BY** AR2 V2

### PSM2'S MANIFESTO

**PSM2's TIPS ARE:** An in-depth guide to the titles you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential title in detail, but keep you up-to-date with all the things that entertain, challenge or amuse us in our everyday gaming.

**PSM2's TIPS AREN'T:** Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

THE PICK OF WHAT'S NEW

# HOT TIPS

Get 'em while they're hot! If tips can indeed be hot in the regular sense of the word. But they are sexy-hot. Y'know?

## JAK 2: RENEGADE

Ah, *Jak 2*. A thing of immense and unparalleled beauty – to know it is to love it, that's fer darn-tooting sure. Or something. Anyway, fancy some tips on getting hold of the secrets in the game? You do? Then you've come to the right place, boyo.

To unlock the extra options on the Secrets Menu, Jak and Daxter need to collect the required amount of Precursor Orbs. The more Orbs they have, the more secrets they'll earn. Some options, such as "Toggle Jak's Goatee" and "Big Head Mode," can be turned on and off directly at the Secrets Menu. Some options, such as "Scrap Books" and "Scene Players," can be accessed from the Title Screen's Main Menu. (Scrap Books are collections of concept art for the game's characters, environments, items, and other objects. Scene Players are movie viewers.) The Vulcan Fury course and the Peace Maker Gun course can be played in the gun course area at the port.

Here is a list of the extra options, along with the number of Precursor Orbs required to unlock each one. Some options will not be appear until Jak and Daxter progress further into the game.

**5** – Toggle Jak's Goatee
**5** – Mirror World
**30** – Big Head Mode
**45** – Small Head Mode
**55** – Scrap Book 1
**65** – Scene Player Act 1
**75** – Vulcan Fury Course
**85** – Scrap Book 2
**95** – Scene Player Act 2

# TIP OF THE MORNIN'

## SSX3

*SSX*! Best snowboarding ever. And that's a fact. Although we've never seen a real snowboarder do some of the 'tings that those crazy fools do in *SSX3*. But anyhoo, have a couple of passwords to open up some juicy secrets. Enjoy!

Go to the Cheats Menu and select the characters to spell out "zenmaster". This will unlock Brodi.

Unlock Eddie

Go to the Cheats Menu and select the characters to spell out "worm". This will unlock Eddie.

Unlock Luther

Go to the Cheats Menu and select the characters to spell out "bronco". This will unlock Luther.

**105** – Peace Maker Gun Course
**115** – Scrap Book 3
**125** – Scene Player Act 3
**135** – Reverse Races
**145** – Level Select
**155** – Unlimited Ammo
**165** – Unlimited Dark Jak
**175** – Invulnerability
**200** – Hero Modeblah

## FREEDOM FIGHTERS

Fight for freedom! Obvious really. I mean, the game's called *Freedom Fighters*, for lord's sake. What else is it going to be about? Plumbing? Well, it is, kinda, as the main character is a plumber by trade. But what about cycling? It's definitely not about that. So Freedom it is, then. Be told.

shotgun
△, ⊗, □, ○, ○, ↑
invisibility
△, ⊗, □, ○, ○, ←
slow motion
△, ⊗, □, ○, ○, →
fast motion
△, ⊗, □, ○, ○, ↓
change spawn point
△, ⊗, □, ○, ⊗, ↑
infinite ammo
△, ⊗, □, ○, ⊗, →
max charisma
△, ⊗, □, ○, ⊗, ↓
nail gun
△, ⊗, □, ○, ⊗, ←
sub machine gun
△, ⊗, □, ○, △, ↑
sniper rifle
△, ⊗, □, ○, △, →
rocket launcher
△, ⊗, □, ○, △, ←
heavy machine gun
△, ⊗, □, ○, △, ↓
ragdolls
△, ⊗, □, ○, □, ↑

## THE SIMPSONS HIT AND RUN

Ah, the Simpsons. Greatest thing on TV ever, apart maybe from Futurama, or Buffy, or the Sopranos, or Quatermass. Cough. Anyhoo, *Hit and Run* is surely the finest Simpons game ever made. Ever! And for that it deserves some hot cheat action. Hot, hot, hot! Hot. Yes.

**Internal Clock Seasonal Display**
Check different holiday dates for different settings on your menu!

**Unlock Itchy & Scratchy Cartoon**
Collect all of the Collector Cards in the game to unlock the Itchy & Scratchy Cartoon.

**Vehicles Blow Up By Touch**
In the main menu Living Room screen, hold the shoulder buttons and press...
△, △, □, □

**Fast Vehicles**
In the main menu Living Room screen, hold the shoulder buttons and press...
△, △, △, △

**Press Horn To Jump**
In the main menu Living Room screen, hold the shoulder buttons and press...
□, □, □, △

**Different Camera Angle**
In the main menu Living Room screen, hold the shoulder buttons and press...
○, ○, ○, ⊗

**Grid View**
In the main menu Living Room screen, hold the shoulder buttons and press...
○, ⊗, ○, △

**View Credits**
In the main menu Living Room screen, hold the shoulder buttons and press...
⊗, □, □, △

**Show Speedometer**
In the main menu Living Room screen, hold the shoulder buttons and press...
△, △, ○, □

**Trippy View**
In the main menu Living Room screen, hold the shoulder buttons and press...
△, ○, △, ○

## BUFFY: CHAOS BLEEDS

Buffy! Beautiful, beautiful Buffy. Lovely girl. Strapping lass. Handy in a fight. Aaaah, Buffy. Mmmm.

**Anthony Stewart Head Interview** – Complete Mission 1
**Amber Benson Interview** – Complete Mission 2
**Nicolas Brendon Interview** – Complete Mission 3
**Robin Sachs Interview** – Complete Mission 4
**Chaos Bleeds Comic Book** – Complete Mission 5
**James Marsters Voice Over** – Complete Mission 6
**Anthony Stewart Head Voice Over** – Complete Mission 7
**Amber Benson Voice Over** – Complete Mission 8
**Nicolas Brendon Voice Over** – Complete Mission 9
**Robin Sachs Voice Over** – Complete Mission 10
**Joss Whedon Voice Over** – Complete Mission 11
**Outtakes** – Complete Mission 12

**WORK OF BART:** We like the fact that a 10 year-old boy can drive a car. Good work.

# CHEAT AND TWO VEG

This month: hardcore Welsh opera-rapper Shallot Church!

**W**ord up, my nubian brothers and sisters! it is I, hotdoggin', booty-shakin', rump-tweakin' Shallot Church. Large! All the way from the Welsh ghetto, I'm layin' down some bad moves and phat beats – hell, I'm so wicked I can smoke. Yeah, smoke! Fags an' everyting! Whatchoo gonna do 'bout it, muthacooker? I'm old enough, man! Er, hang on a mo' – *Mum! I'll clear up my room later! No, I haven't changed Gran's bag yet, yes, I'll do it soon, don't worry.* Anyway, to get the Zorabius minigame in *ZOE2* select Extra Missions, Boss Battle Mode and fight Vic Viper. Pause the game when fighting Leo and press ↑, ↑, ↓, ↓, ←, →, ←, →, L1, L1. Then go back to Extra Missions. Safe!

## NEXT MONTH

OK, so I'll nagging on Okra Winfrey at the last moment was a bit cheap but on your bike home now it is cooking on with Pete's pen. Suggestions e-mail psm2@dennis.co.uk month. Unless merciful Jesus takes us first.

# AR2 V2

**THE BEST NEW CODES FOR YOUR ACTION REPLAY 2**

You must enter the M code first for these codes to work.

**Pro Evolution Soccer 3 (M)**
0E3C7DF2
1853E59E
E1F50CAA
BDB28DBA

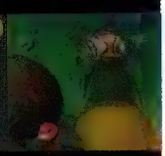
**Unlock All Shop Items**
D1B1F3FA
BBA89A82
D1B1F386
BBA89A82
D1B1F382
BBA89A82

**Win All Trophies**
D1B1F38E
BBA89A82

**Infinite Transfer Points**
D14DA2B6
C19E7B82

**Bigger Created Characters**
F15CED4B
BCA99B82

**Finding Nemo (M)**
0E3C7DF2
1853E59E
EE971BCA
BCD0765A



**Invincibility Mode**
DEBB145A
FB859B83

**Loadsa Sea Snails**
DEBBE456
C19E7B82
DEBBE452
C19E7B82

**Going To School**
DEBB9986
BCAC9A82

**Field Trip**
DEBB998A
BCAC9A82
DEBB99E2
BCAC9A82

**The Drop Off**
DEBB999E
BCAC9A82
DEBB99F6
BCAC9A82

**Tiger Woods 2004 (M)**
0E3C7DF2
1853E59E
EE8DC162
BCBAD0F2

**Huge Cash**
DE48CE12
C19E7B82

**Sunday Tiger Woods**
CEAC06E2
BCA99C84

**Cedric 'Ace' Andrews**
CEAC06EC
BCA99C84

**Felicia 'Downtown' Brown**
CEAC06E8
BCA99C84

**Dominic 'The Don' Donatello**
CEAC06EA
BCA99C84

**Hamish 'Mulligan' McGregor**
CEAC06F2
BCA99C84

**Kellie Newman**
CEAC05FE
BCA99C84

**Val 'Sunshine' Summers**
CEAC05FA
BCA99C84

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All Righ

12+
www.pegi.info

PlayStation 2 XBOX XBOX LIVE PC CD-ROM NINTENDO GAMECUBE

# XIII

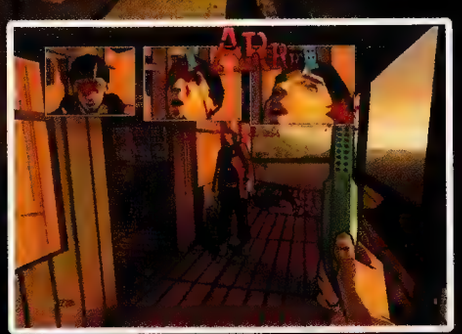
YOUR NUMBER IS UP
NOVEMBER 2003

94%

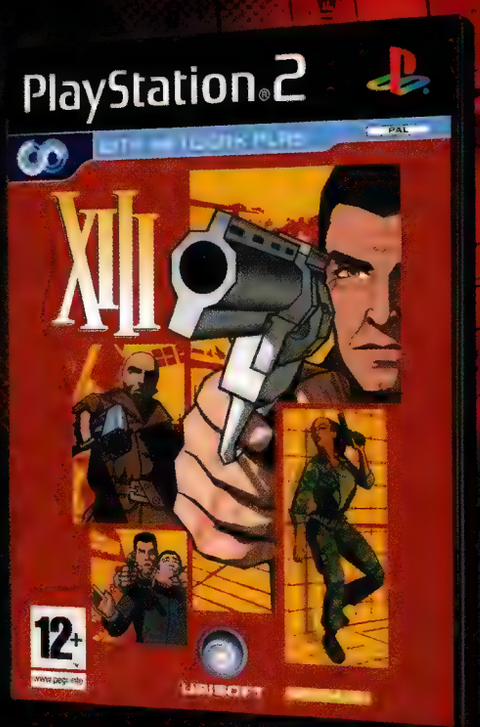
GAMING MASTERPIECE

"This years coolest game."

NEW ONLINE MULTIPLAYER MODES WITH GRAPHIC-NOVEL STYLE.



GRAPHIC-NOVEL PRESENTATION WITH POP-UP WINDOWS, VISUAL AUDIO, AND FLASHBACK GRAPHICS.




XIII-THEGAME.COM

BT
www.bt.com/onlinegaming

Mobile Game:
www.gameloft.com

DARGAUD

UBISOFT

PSM2 "WHEN DEFEAT COMES I WON'T EVEN NOTICE. 'COS I'LL BE TOO BUSY LOOKING GOOD"

# PRO DOJO

Welcome to the NEW Dojo. Reckon you're the best at *Vice City*? Unbeatable at *Gran Turismo 3*? Well here's your chance to prove it and – ulp – become actually very famous indeed...

**ATTENTION!** From next month we're updating the Dojo with new challenges. Kiss goodbye to the Tricky challenge and of Tekken 4. So it's open season! Send in your scores on ANY game and you could be here next month!

## PROVE YOUR MASTERY!

**YES! We've rebuilt our Dojo, making it bigger, more in-depth and more inviting to every PSM2 reader. Got any of the games featured on the next six pages? Now YOU can compete with every other PSM2 reader in the world and – if you're any good – you'll soon be featuring in our charts (updated every month) and getting your performance on our DVD.**

Simply follow the guide below and you're on the road to fame. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the new chart-toppers every month with a pack of games and goodies! **PSM2**

## WIN STUFF! LOOK COOL

Roll up, roll up. Prove your skills and be famous forever. Pick your game, beat the score and video your efforts. Send it in and you too can join PSM2's gaming elite. Do it now.

## HOW TO BECOME FAMOUS!

**FIRST:** Be really good at one of our challenge games. Have a look over the next six pages, read what the challenge is and decide if you can do better. If you can beat our fifth place offering then we want to know about it. Top the chart and you'll be famous forever!

**SECONDLY:** We need proof of your skill. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs to see your PS2 lurking on one of them. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start the video recording and play your replay or begin playing the game. Do your best and, when you're done, record the highscore table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label (or stick a piece of paper on it).

**THIRDLY:** We need a picture of you. You won't be a star player without one, and your appearance on the DVD will be shallow and worthless. Write your name on the back so we can match it with your video entry. You can also email your pic to psm2@futurenet.co.uk. Call your email 'Pro Dojo' and don't forget to include your name and your challenge details.

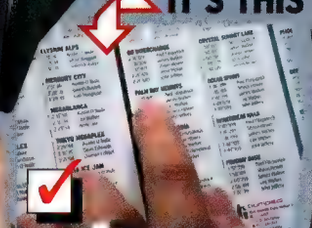
**FINALLY:** Fill in the form at the end of the section (we do accept photocopies – we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope. Label her up 'Pro Dojo' and post the lot to us. Good luck.

**PRO DOJO CHECKLIST:**

- Photo
- Video
- Entry Form

**BINGO!**

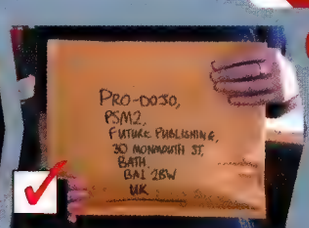
## IT'S THIS EASY...



Check the charts. Can you beat any score featured? You can? Wizard!

Set up your video (described above) and record your performance. Nicely done.

Wind the tape to the right place and get a photo of yourself. Anything will do.




Send the lot to the Pro Dojo address just over there. Right a bit... There!

## YOU'RE A GAMING GOD!

Send your tapes to:
Pro-Dojo, PSM2,
Future Publishing,
30 Monmouth St,
BATH BA1 2BW,
UK.

NEW CHALLENGE!

challenge 1

# MIDNIGHT CLUB 2

After storming the charts last month, Ryan Carson has been left eating dust by speedsters James Walker and Ian Lane. The appearance of a dog by the name of Sally in the chart makes us wonder if any of you are putting in enough effort though...

### BEVERLEY HILLS THRASHER

| | | |
|---|---|---|
| 2'44"02 | Ian Lane | NEW! |
| 2'46"70 | James Walker | NEW! |
| 2'48"09 | Ryan Carson | |
| 2'48"49 | Ruaidri Maguire | NEW! |
| 2'50"13 | Paul Fitzpatrick | |

### ARRIVALS & DEPARTURES

| | | |
|---|---|---|
| 3'07"01 | James Walker | NEW! |
| 3'10"81 | Ryan Carson | |
| 3'22"69 | Ian Lane | NEW! |
| 3'32"77 | "Sally" The Dog | NEW! |
| 3'34"81 | Desmond Foley | |

### LA TURISMO

| | | |
|---|---|---|
| 1'44"95 | James Walker | NEW! |
| 1'46"79 | Ryan Carson | |
| 1'47"27 | Paul Fitzpatrick | |
| 1'56"50 | "Sally" The Dog | NEW! |
| 1'57"34 | Ian Lane | NEW! |

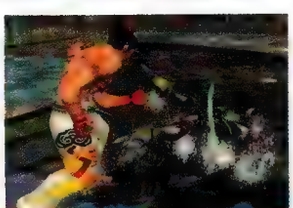
### RIVER RAID

| | | |
|---|---|---|
| 2'25"62 | Ryan Carson | |
| 2'28"66 | Paul Fitzpatrick | |
| 2'44"14 | Ian Lane | NEW! |
| 2'47"61 | "Sally" The Dog | NEW! |
| 2'47"61 | James Walker | NEW! |

### RUN OFF

| | | |
|---|---|---|
| 2'58"85 | James Walker | NEW! |
| 3'01"73 | Ryan Carson | |
| 3'05"93 | Paul Fitzpatrick | |
| 3'09"65 | Ian Lane | NEW! |
| 3'20"57 | Chris Hill | |

**dumped!** This month's prime *Midnight Club 2* losers are:
■ RIVER RAID: 2'54"53: Mike Hunt LA TURISMO: 3'03"74: Desmond Foley
**THE ACCELERATOR'S THE ONE ON THE RIGHT. DUH!**

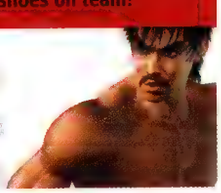


challenge 2

# TEKKEN 4

There's been no movement at all on the Tekken 4 charts this month. It can't be because these scores are unbeatable. You lot must be getting lazy. Get your fighting shoes on team!

| WINS | CHARACTER | |
|---|---|---|
| 247 | Heihachi | Imran Nawaz |
| 216 | Heihachi | Gary McIlveney |
| 109 | Jin | Neil Young |
| 102 | Heihachi | Simon Miljeteig |
| 92 | Heihachi | Simon Gordon |



No big losers this month. However, surely somebody out there can do better than:
■ SURVIVAL MODE: 92: Simon Gordon

# HEAD 2 HEAD

**Welcome to the home of heroes where PSM2's star players fight to the death!**

## PSM2 STAR PLAYERS

The readers to the right are PSM2's Star Players. All are present in at least one chart, and each month we put them head-to-head across ALL of our charts and games and produce the definitive performance chart. If you can top this beauty then you're the best PSM2 player in the world.

Check some of the credentials opposite. You'll see that if you're going to make it to the level of a Games God you're going to have to top more than one of our charts, and often show your skill across lots of different games.

Want to get involved? Best start sending us your tapes. Who knows? Next month you could be here...

| THIS MONTH | LAST MONTH | STAR PLAYERS | TOTAL POINTS |
|---|---|---|---|
| 1 | 3 | **JAMES WALKER** — All hail the new king of the hill! James' sterling efforts on *Burnout 2* have seen him knock Paul off the throne. Long may he reign! PSM2 Dojo Calculus: 132 + 2 + 35 + 8 = | NINJA! 177 |
| | | SPECIALIST IN: Burnout 2, Colin McRae Rally 3, Midnight Club 2 — **"I CHALLENGE ANYONE TO BEAT ME! BRING IT ON. I SHOW NO MERCY!"** | |
| 2 | 1 | **PAUL FITZPATRICK** — After four glorious months at the top, Paul has been toppled. We expect him to come back fighting though. PSM2 Dojo Calculus: 6 + 11 + 48 + 68 + 8 +14 = | NINJA! 155 |
| 3 | 2 | **AUSTIN O TOOLE** — Austin's score slips again. You've got to try harder m'boy! And hey - send us your picture, mystery man... PSM2 Dojo Calculus: 89= | NINJA! 89 |
| 4 | 5 | **ALEX SANDISON** — He's regained his place in the middle of the chart. But don't rest now Alex, those beneath you look hungry... PSM2 Dojo Calculus: 52 = | NINJA! 52 |
| 5 | 4 | **STEVE MORAN** — Steve is slipping down the chart due to his *Burnout 2* times coming under threat by some new upstarts. PSM2 Dojo Calculus: 10 + 4 + 5 + 32 = | 51 |
| 6 | NEW ENTRY! | **AMANDA OFFORD** — Representing for the girls is Amanda, whose efforts on *Burnout 2* have finally seen her break into the elite ranks. PSM2 Dojo Calculus: 4 + 30 +8 = | 42 |
| 7 | 7 | **RIK IBBOTSON** — Rik's skill on *Colin Mcrae* has got him this far, but we suggest putting in some time on other chart games. PSM2 Dojo Calculus: 38 = | 38 |
| 8 | 8 | **DANIEL BUCK** — He's only new to the charts, but is already fighting for his life. Wake up Daniel! Get playing, for pride's sake! PSM2 Dojo Calculus: 37 = | 37 |
| 9 | 10 | **LEE WALKER** — Lee has been very busy playing *Burnout 2* over the last month, which sees him move up the chart. Good work! PSM2 Dojo Calculus: 35 = | NINJA! 35 |
| 10 | 9 | **DAMIAN CURRAN** — Watch out Damian, your continuing downward slide is about to see you disappear from the rankings... PSM2 Dojo Calculus: 34 = | 34 |

## HOW IT WORKS

Sure, you can enter one challenge and get your name in one chart, but why stop there? Why not send us a tape full of your efforts? As well as updating the challenge charts we total up player's performances across ALL of our charts to produce our monthly Star Players chart. Top place and new entries get their efforts on our DVD – PLUS a package of goodies. Top one of our challenge charts and you'll get 10 BIG points. It's four for second place, three for third, two for fourth and a single point for fifth.

PLUS! We reward long service too. Stay on the chart for two months and you'll get your Yellow Belt, three months earns you a Green Belt and three months-plus makes you a true champion – earning you the coveted PSM2 Black Belt status!

### POINT ACCUMULATION SYSTEM

1ST in any chart = 10 points
2ND in any chart = 4 points
3RD in any chart = 3 points
4TH in any chart = 2 points
5TH in any chart = 1 points

### BELT SYSTEM

Stay in the top ten for two months = Yellow belt
Stay in the top ten for three months = Green belt
Stay in the top ten for four months = Black belt
Five months = Ninja!

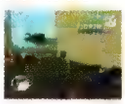
challenge 3

# GRAND THEFT AUTO: VICE CITY

How could we take out one of our most popular challenges? Yes, our pair of *Vice City* charts are as popular as ever. Get practising and, if you can beat any of the times shown below, send in your tape of your complete run.

## THE PCJ PLAYGROUND CHART

Activate the PCJ playground mission by hopping on to the bike that's leaning against the big grass-verged building near the Malibu Club (see pic below). Now, you've got two minutes to complete this 24-checkpoint course. You can complete the course in any order you like, and the fastest times make it into the league. NO CHEATS tho'. Send us your ENTIRE runs on VHS and get on our DVD.

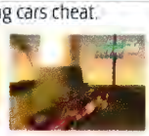


### FASTEST TIME

| | |
|---|---|
| 00'47"00 | Martin Burke |
| 00'47"00 | Paul Fitzpatrick |
| 00'49"00 | Brian Dunne |
| 00'50"00 | Steve Moran |
| 00'51"00 | Shaun Hewer |

## THE CROSS-TOWN TRAFFIC CHART

We want you to race from the Hyman Condo in the Downtown district all the way to the Lighthouse in Ocean Beach (check the pics). Drive right up to it, and hop off, or out of, the vehicle to finish. See the pics below for details. And don't forget, we want to see your *whole* run on tape. You can use any vehicle and any cheats – as long as you don't use aircraft or the flying cars cheat.



### FASTEST TIME

| | |
|---|---|
| 01'07"00 | Desmond Foley |
| 01'11"00 | Simon Sherwood |
| 01'12"00 | Norman Morrison |
| 01'31"00 | Martin Burke |
| 01'31"00 | Marley Rudland |

# PSM2 REWIND

## Where we show off your best bits every month

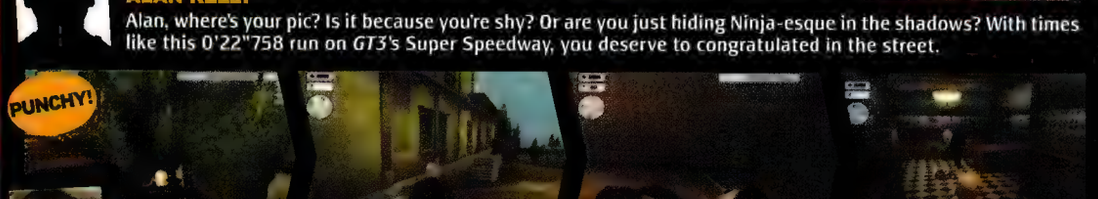
It's not just about being at the top of a chart or wowing your mates with a three month stint atop the Head 2 Head league. We at PSM2 watch EVERY SINGLE tape that's sent to us, and here's where we pick out the five runs that entertained us the most. Shock, surprise and amaze us and see your skills right here..

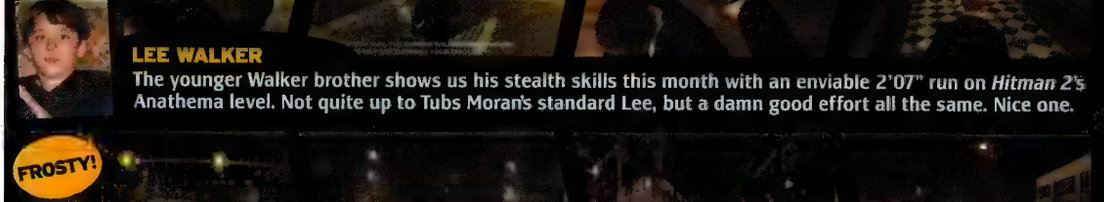
## THIS MONTH'S IDIOTS

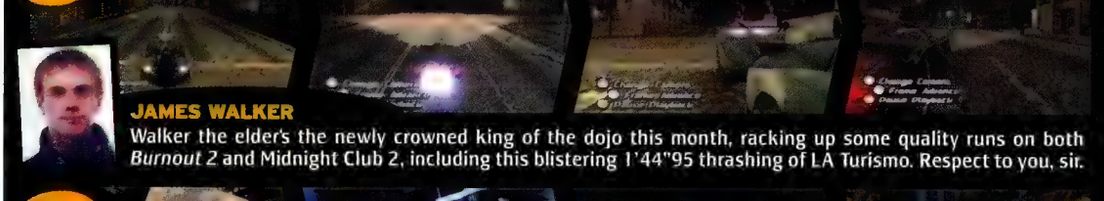
Every month we're inundated with tapes for Pro Dojo. And every month we're amazed in equal measures by the skill and stupidity of some of our readers. Here's this month's round-up of notable failures:

**Anonymous**, who sent three hours video of themself tearing up *Burnout 2* - all to prove one high score, which wasn't even good enough to make the charts. Fer Pete's sake!

**Jon Chapman** Who kindly sent us in a large list of very competitive times for *GT3* and *Burnout 2*. Unfortunately the slow-witted lad failed to include video taped proof of his acheivements. Sorry Jon - we'd love to take your word for it, but real Ninjas must earn their stripes.



**ALAN KELLY**
Alan, where's your pic? Is it because you're shy? Or are you just hiding Ninja-esque in the shadows? With times like this 0'22"758 run on *GT3*'s Super Speedway, you deserve to congratulated in the street.

**LEE WALKER**
The younger Walker brother shows us his stealth skills this month with an enviable 2'07" run on *Hitman 2*'s Anathema level. Not quite up to Tubs Moran's standard Lee, but a damn good effort all the same. Nice one.

**JAMES WALKER**
Walker the elder's the newly crowned king of the dojo this month, racking up some quality runs on both *Burnout 2* and Midnight Club 2, including this blistering 1'44"95 thrashing of LA Turismo. Respect to you, sir.

**PAUL FITZPATRICK**
Ah Fitz, it couldn't last forever could it? You've finally been de-throned by James, but we still loves ya. Just to cheer you up, here's some excerpts from your Tricky Snowdream cracker. Come on, fight back man!

**AMANDA OFFORD**
Who says girls don't play games? Ha! Amanda laughs in the face of such doubters by smashing her way into our Star Players chart this month. Here's her trouser-quakingly quick run on *Burnout 2*'s Ocean Sprint.

challenge 4

# COLIN MCRAE RALLY 3

Snore... Rik Ibbotson remains almost unchallenged on the leaderboard. Come on fellas - knock him off.

### WARWICK

| | |
|---|---|
| 2'37"49 | Damian Curran |
| 2'44"80 | Gary Bee |
| 2'46"21 | Norman Morrison |
| 2'46"28 | Rik Ibbotson |
| 2'46"64 | Paul Fitzpatrick |

### LITTLE CAWFORD

| | |
|---|---|
| 2'04"85 | Damian Curran |
| 2'08"21 | Colm McTaggart |
| 2'10'08 | James Walker |
| 2'11"25 | Nigel Leat |
| 2'11"32 | Rik Ibbotson |

### LLYN CLYWEDOG

| | |
|---|---|
| 2'06"04 | Rik Ibbotson |
| 2'10"96 | Garry Bee |
| 2'11"57 | Damian Curran |
| 2'11"64 | Paul Fitzpatrick |
| 2'13"01 | Norman Morrison |

### STONETHORPE

| | |
|---|---|
| 1'10"64 | Nigel Leat |
| 1'12"64 | Rik Ibbotson |
| 1'12"76 | Damian Curran |
| 1'12"92 | Norman Morrison |
| 1'12"96 | Paul Fitzpatrick |

### STONE LEIGH

| | |
|---|---|
| 2'39"00 | Rik Ibbotson |
| 2'39"93 | Damian Curran |
| 2'46'13 | James Walker |
| 2'46"17 | Nigel Leat |
| 2'46"41 | Norman Morrison |

### LLANGURIG

| | |
|---|---|
| 2'45"44 | Rik Ibbotson |
| 2'45"89 | Damian Curran |
| 2'53"48 | Garry Bee |
| 2'54"25 | Nigel Leat |
| 2'56"41 | Norman Morrison |

### RHAYADER

| | |
|---|---|
| 2'40"46 | Rik Ibbotson |
| 2'41"89 | Damian Curran |
| 2'43"12 | Garry Bee |
| 2'44'57 | James Walker |
| 2'44"96 | Paul Fitzpatrick |

No big losers this month for *Colin McRae 3*. With practice we know you can beat this average effort:

■ RHAYADER
2'40"46. Rik Ibbotson

challenge 5

# SSX TRICKY

A slow month on *SSX*, apart from Paul's small improvement. What's up? Looks like this'll be the last time for the *Tricky* challenge. Expect new games next month.

## TOP SCORES

### SNOWDREAM
| | |
|---|---|
| 1,813,890 | Alex Sandison |
| 1,701,450 | Alex Greenall |
| 1,557,780 | Jonathan Minott |

### ELYSIUM ALPS
| | |
|---|---|
| 2,730,740 | Austin O'Toole |
| 2,688,130 | Alex Sandison |
| 2,629,495 | Sam Payne |

### MERQURY CITY
| | |
|---|---|
| 2,828,640 | Alex Sandison |
| 2,594,165 | Austin O'Toole |
| 2,265,770 | Sam Payne |

### MESABLANCA
| | |
|---|---|
| 1,500,890 | Alex Sandison |
| 1,435,645 | Austin O'Toole |
| 1,059,970 | Lee Walker |

### TOKYO MEGAPLEX
| | |
|---|---|
| 31,714,410 | Lee Walker |
| 2,409,945 | Alex Sandison |
| 2,198,630 | Austin O'Toole |

### PIPEDREAM
| | |
|---|---|
| 2,531,230 | Austin O'Toole |
| 2,325,820 | John Norman |
| 2,312,200 | Anthony Portch |

### GARIBALDI
| | |
|---|---|
| 2,199,980 | Jack Fanning |
| 2,133,850 | Alex Sandison |
| 1,983,820 | Austin O'Toole |

### ALASKA
| | |
|---|---|
| 2,123,410 | Alex Sandison |
| 2,075,255 | Amanda Offord |
| 1,837,801 | Jeff Bell |

## TOP TIMES

### SNOWDREAM
| | |
|---|---|
| 1'47"93 | Austin O'Toole |
| 2'02"10 | Paul Fitzpatrick NEW! |
| 2'05"10 | Frederick Astier |

### ELYSIUM ALPS
| | |
|---|---|
| 3'26"16 | Austin O'Toole |
| 3'28"38 | Simon Baggott |
| 3'30"14 | Frederick Astier |

### MERQURY CITY
| | |
|---|---|
| 2'31"26 | Austin O'Toole |
| 3'28"76 | Gareth Russell |
| 3'29"43 | Carl Musgrove |

### MESABLANCA
| | |
|---|---|
| 2'13"58 | Austin O'Toole |
| 2'16"74 | Lee Walker |
| 2'24"44 | Andy Lyle |

### TOKYO MEGAPLEX
| | |
|---|---|
| 0'23"59 | Jack Fanning |
| 2'26"44 | Austin O'Toole |
| 3'14"13 | Tim Leigh |

### ALOHA ICE JAM
| | |
|---|---|
| 1'14"11 | Jack Fanning |
| 1'32"99 | Austin O'Toole |
| 1'37"64 | Alex Duffy |

### GARIBALDI
| | |
|---|---|
| 2'38"54 | Austin O'Toole |
| 2'39"54 | Carl Musgrove |
| 2'40"43 | Gareth Russell |

### ALASKA
| | |
|---|---|
| 4'06"23 | Andrew Stone |
| 4'14"21 | Austin O'Toole |
| 4'23"56 | Frederick Astier |

**dumped!** This month's *SSX Tricky* loser is:
■ SNOWDREAM: 2'06"55: Alex Duffy
**YOU'VE LEFT YOUR CHEESE IN THE WIND**

challenge 6

# BURNOUT 2

Woah! The competition has been incredibly feirce on *Burnout 2* this month. James Walker has been in peak form, but Amanda and that canine called Sally are hot too.

### AIRPORT TERMINAL 3
| | |
|---|---|
| 0'33"620 | Paul Fitzpatrick |
| 0'33"639 | James Walker |
| 0'33"760 | "Sally" The Dog NEW! |
| 0'33"819 | Lee Walker |
| 0'33"879 | Amanda Offord |

### AIRPORT TERMINAL 1&2
| | |
|---|---|
| 1'17"919 | James Walker NEW! |
| 1'17"979 | Paul Fitzpatrick |
| 1'18"899 | Shaun Hewer |
| 1'17"179 | Chris Hill |
| 1'19"359 | Lee Walker |

### INTERSTATE LOOP
| | |
|---|---|
| 0'59"899 | James Walker NEW! |
| 0'59"920 | Paul Fitzpatrick |
| 1'00"020 | Amanda Offord NEW! |
| 1'00"440 | Shaun Hewer |
| 1'00"520 | Chris Hill |

### 88 INTERCHANGE
| | |
|---|---|
| 2'14"299 | James Walker NEW! |
| 2'15"239 | Paul Fitzpatrick |
| 2'17"160 | Amanda Offord NEW! |
| 2'17"459 | Shaun Hewer |
| 2'21"479 | Steve Moran |

### PALM BAY HEIGHTS
| | |
|---|---|
| 1'03"459 | James Walker NEW! |
| 1'03"500 | Paul Fitzpatrick |
| 1'03"640 | Lee Walker NEW! |
| 1'03"759 | "Sally" The Dog NEW! |
| 1'04"259 | Steve Moran |

### PALM BAY MARINA
| | |
|---|---|
| 1'26"819 | James Walker NEW! |
| 1'26"980 | Paul Fitzpatrick |
| 1'27"760 | "Sally" The Dog NEW! |
| 1'27"780 | Amanda Offord NEW! |
| 1'27"959 | Michael Barnes NEW! |

### SUNRISE VALLEY DOWNTOWN
| | |
|---|---|
| 0'40"420 | James Walker NEW! |
| 0'40"440 | Lee Walker NEW! |
| 0'40"580 | Paul Fitzpatrick |
| 0'40"840 | "Sally" The Dog NEW! |
| 0'41"319 | Steve Moran |

### SUNRISE VALLEY SPRINGS
| | |
|---|---|
| 1'04"220 | James Walker NEW! |
| 1'04"659 | Lee Walker NEW! |
| 1'04"880 | Paul Fitzpatrick |
| 1'05"279 | "Sally" The Dog NEW! |
| 1'06"179 | Shaun Hewer |

### BIG SURF GROVE
| | |
|---|---|
| 1'05"119 | James Walker NEW! |
| 1'05"440 | Paul Fitzpatrick |
| 1'05"779 | Lee Walker NEW! |
| 1'06"060 | Amanda Offord NEW! |
| 1'06"299 | Steve Moran |

### BIG SURF SHORES
| | |
|---|---|
| 1'36"599 | James Walker NEW! |
| 1'36"780 | Paul Fitzpatrick |
| 1'36"900 | "Sally" the Dog NEW! |
| 1'37"379 | Amanda Offord NEW! |
| 1'38"260 | Steve Moran |

### CRYSTAL SUMMIT PEAK
| | |
|---|---|
| 0'40"159 | James Walker NEW! |
| 0'40"240 | Paul Fitzpatrick |
| 0'40"799 | Lee Walker NEW! |
| 0'41"179 | "Sally" The Dog NEW! |
| 0'41"600 | Steve Moran |

### CRYSTAL SUMMIT LAKE
| | |
|---|---|
| 1'57"580 | Paul Fitzpatrick |
| 1'58"400 | James Walker |
| 2'00"780 | Shaun Hewer |
| 2'04"279 | Steve Moran |
| 2'09"279 | John Jeffery |

### OCEAN SPRINT
| | |
|---|---|
| 1'44"699 | Amanda Offord NEW! |
| 1'44"899 | James Walker NEW! |
| 1'45"019 | Paul Fitzpatrick |
| 1'45"879 | James Walker |
| 1'46"419 | Shaun Hewer |

### HEARTBREAK HILLS
| | |
|---|---|
| 1'38"979 | James Walker NEW! |
| 1'39"639 | Paul Fitzpatrick |
| 1'39"639 | Amanda Offord NEW! |
| 1'41"299 | Shaun Hewer |
| 1'59"119 | Steve Moran |

### FREEWAY DASH
| | |
|---|---|
| 1'54"679 | James Walker NEW! |
| 1'54"779 | Amanda Offord NEW! |
| 1'54"919 | Paul Fitzpatrick |
| 1'58"819 | Shaun Hewer |
| 1'59"119 | Steve Moran |

**dumped!**
This month's *Burnout 2* losers are:
■ FREEWAY DASH:
2'02"933: Paul McKenzie
■ CRYSTAL SUMMIT PEAK:
0'42"199: Shaun Hewer
■ AIRPORT TERMINAL 3:
0'33"959: Callum Murphy
**NEED A PUSH, FELLAS?**

# PRO-DOJO

"FLAWLESS PERFORMANCE"

challenge 7

# JAMES BOND 007 IN... NIGHTFIRE

NEW CHALLENGE!

Paul still has a stranglehold on the Bond charts. Its seems he's scared off all competition apart from a brave effort by Ian Lane.

### NIGHTSHIFT
| | |
|---|---|
| 1,340,139 | Paul Fitzpatrick |
| 1,285,602 | Brian Dunne |
| 1,270,500 | Ian Lane |
| 717,198 | Sean White |
| 713,718 | Ryan Corcoran |

### CHAIN REACTION
| | |
|---|---|
| 1,363,008 | Brian Dunne |
| 1,361,622 | Paul Fitzpatrick |
| 1,357,932 | Ashley Edwards |
| 1,323,258 | Ian Lane |
| 808,518 | Michael Ewart |

### PHOENIX FIRE
| | |
|---|---|
| 1,147,074 | Paul Fitzpatrick |
| 781,630 | Robert Harding |
| 684,698 | Ryan Corcoran |
| 422,218 | Ian Lane |
| 253,895 | Gary Johnson |

### DEEP DESCENT
| | |
|---|---|
| 1,191,102 | Brian Dunne |
| 1,131,411 | Paul Fitzpatrick |
| 1,037,019 | Ryan Corcoran |
| 928,023 | Michael Crooks |
| 495,840 | Gary Johnson |

### ISLAND INFILTRATION
| | |
|---|---|
| 1,124,690 | Paul Fitzpatrick |
| 1,080,027 | Ian Lane NEW! |
| 733,164 | Ryan Corcoran |
| 614,150 | Robert Harding |
| 448,060 | Graham Billington |

### EQUINOX
| | |
|---|---|
| 1,266,000 | Paul Fitzpatrick |
| 1,050,000 | Robert Harding |
| 750,000 | Graham Billington |
| 377,000 | Ryan Corcoran |
| 255,363 | Andrew Park |

**dumped!**
This month's *Nightfire* loser is:
■ ISLAND INFILTRATION:
280,225: Michael Crooks
**WE'VE BEEN EXPECTING YOU... TO DO BETTER**

challenge 8

# TIMESPLITTERS 2

This is one of the best PS2 games around, so how about you lot get playing it? We want to see some action!

### GLASS SMASH
**Bricking It**
| | |
|---|---|
| 18.6 | M. Kristofferson |
| 21.2 | Steve Moran |
| 21.4 | Sam Middleton |
| 21.4 | Matthew Novak |
| 22.0 | Dave Peppiatt |

### INFILTRATION
**Trouble At The Docks**
| | |
|---|---|
| 13.7 | M. Kristofferson |
| 16.7 | Charles Small |
| 17.0 | Matthew Novak |
| 17.2 | Simon Miljeteig |
| 18.1 | Andrew Ireland |

### BANANA CHOMP
**Monkey Business**
| | |
|---|---|
| 42.6 | M. Kristofferson |
| 44.9 | Sam Middleton |
| 44.9 | Stephen O'Neill |
| 46.7 | Jack Fanning |
| 468 | Richard Hather |

### BEHEAD THE UNDEAD
**Fight Off The Living Dead**
| | |
|---|---|
| 411100 | Simon Miljeteig |
| 278225 | Jason Goodwright |
| 252650 | Graham Billington |
| 216975 | Daniel Cant |
| 206350 | Simon Douel |

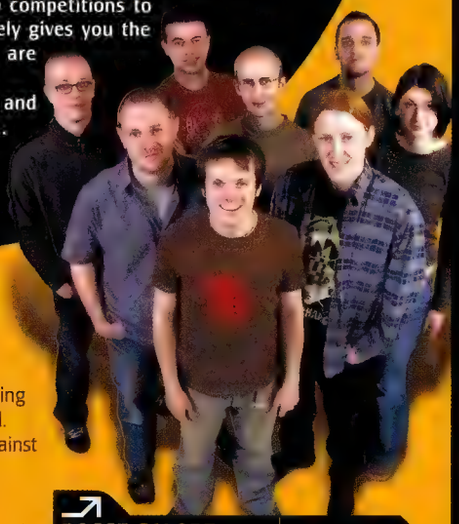
There are no *TimeSplitters 2* losers this month, but we reckon this score is ripe to be beaten:
■ BANANA CHOMP: 42.6: M. Kristofferson **WE SUGGEST YOU GET TO WORK, PEOPLE...**

# COME AND 'AVE A GO...*

Fancy your chances, do you? Think you can take on the collective might of the PSM2 team and *win*? Well we'd like to see you try...

There are no prizes. There are no competitions to enter. Our 'Ave A Go column merely gives you the opportunity to know that you are better at *PES3* than Dan D.

Here's what we've been playing and here's how good we are. Beat this...



## Dan G

### TRUE CRIME

Go nuts on the 'Driving For Chow' linking section until Civil Unrest reaches Critical. Then simply survive for five minutes against the vast army of SWAT, pimps and gangsters that materialise to hand you your own ass.

**POSSE GALORE:**
Can you beat the PSM2 team? Here's what they've been playing this month. The losers.

## Dan D

### SMACKDOWN

Complete the 'Falls Count Anywhere Slobberknocker' mode in under fifteen minutes. Too easy? Then do it with Trish Stratus, smartarse.

## Nick

### LEGACY OF KAIN: DEFIANCE

Being a master of the undead myself, I felt rather at home playing this. When I was young, getting drunk on pig's blood Anyway, finish the first chapter in under 15 minutes.

## Adrian

### POP IDOL

Reckon you'd be any good as a pop star? I did too, but sadly there's no market for drunk men singing naked. Anyhow, I want you to get through the first round of the game with top marks for everything.

## Milf

### RETURN OF THE KING

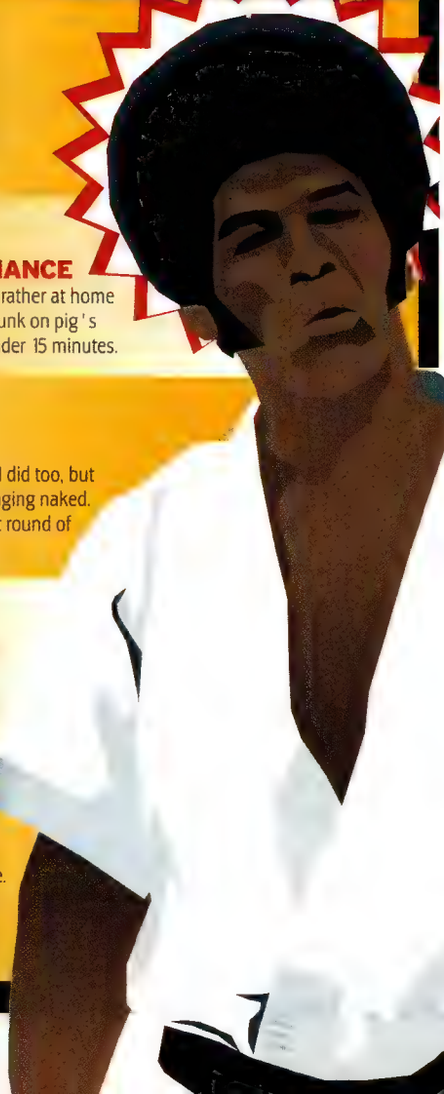
Pathetic meatlings! I deride your carbon-based frailty. I want you to complete the 'Walls of Minas Tirith' level without using any magic at all. Foolish humans!

## Dan V

### CRASH NITRO KART

Enter 'Quick Race' and go to Meteor Gorge. Get a total time of under two minutes and 50 seconds. Easy, eh? Well, you're not allowed to use any power-ups. So there.

*IF YOU THINK YOU'RE HARD ENOUGH



## TRICKS OF THE TRADE

Need some help? Here's our monthly round up of hints and tips that'll propel you to gaming greatness.

**HITMAN 2**
Remember - if you're going for Silent Assassin in the Kirov Park Meeting level - and no other ranking is acceptable - you have to take both targets out with one shot as they hug. Ha!

**METAL GEAR SUBSTANCE**
Don't underestimate the power of scud mag for luring guards into the firing line...

challenge 9

## GRAN TURISMO 3

It's an old classic and it looks like these times are unbeatable. What do you reckon? Freeride Arcade times is what we're after, so grab yourselves a pad and get going if you can do better.

**SUPER SPEEDWAY**

| | |
|---|---|
| 0'22"758 | Allan Kelly |
| 0'22"919 | David Bain |
| 0'22"967 | Paul Fitzpatrick |
| 0'23"844 | James Walker |
| 0'23"334 | Amanda Offord |

**MIDFIELD RACEWAY**

| | |
|---|---|
| 0'51"226 | Allan Kelly |
| 0'51"314 | Mark Pritchard |
| 0'51"375 | Paul Fitzpatrick |
| 0'51"388 | David Bain |
| 0'51"638 | Amanda Offord |

**SMOKEY MOUNTAIN**

| | |
|---|---|
| 0'46'503 | Mike Di Lorio |
| 0'46'644 | Allan Kelly |
| 0'46'674 | David Bain |
| 0'46'845 | George Boothby |
| 0'46"997 | Amanda Offord |

**TRIAL MOUNTAIN**

| | |
|---|---|
| 0'58"461 | Allan Kelly |
| 0'58"612 | Paul Fitzpatrick |
| 0'58"638 | Amanda Offord |
| 0'58"935 | David Bain |
| 0'59"042 | Jack Fisher |

**SWISS ALPS**

| | |
|---|---|
| 0'54"061 | David Bain |
| 0'54"656 | Paul Fitzpatrick |
| 0'54"666 | Alan Kelly |
| 0'55"193 | Amanda Offord |
| 0'56"235 | George Boothby |

No GT3 losers this month, but we're sure this record will fall:
■ TRIAL MOUNTAIN:
0'58"461: Allan Kelly

challenge 10

## METAL GEAR SOLID 2: SUBSTANCE

You must all be waiting for MGS3 to be released, because we've had no changes this month. But these scores and times can still be beaten. These are the times *taken*, not time left.

**SNEAK LV.5**

| | |
|---|---|
| 00'10"30 | Daniel McDonnell |
| 00'10"46 | Adam Justice |
| 00'10"54 | Gavin McIntyre |

**ELIMINATE ALL LV.5**

| | |
|---|---|
| 00'16"46 | Daniel Buck |
| 00'20"22 | Gavin McIntyre |
| 00'20"92 | Adam Povey |

**WEAPON: ASSAULT LV.5**

| | |
|---|---|
| 56167 | Daniel Buck |
| 53828 | Lee Walker |
| 46173 | Adam Justice |

**WEAPON: NIKITA LV.5**

| | |
|---|---|
| 00'30"98 | Chris Hill |
| 00'31"22 | Daniel Buck |
| 00'31"95 | Adam Justice |

**FPS MODE LV.1**

| | |
|---|---|
| 27480 | Adam Justice |
| 25125 | Mike Hunt |
| 23697 | Daniel Buck |

**FPS MODE LV.2**

| | |
|---|---|
| 00'19"24 | Daniel Buck |
| 00'19"46 | Simon Hahn |
| 00'19"50 | Ryan Carson |

**FPS MODE LV.3**

| | |
|---|---|
| 55944 | Mike Hunt |
| 36854 | Simon Hahn |
| 34123 | Darren Blacklock |

There are no prime losers this month, but we think this score is soon to fall:
■ FPS MODE LV.1:
27480: Adam Justice

challenge 11

# TONY HAWK'S PRO SKATER 4

**Lee Walker seems to be the only person out there pushing the limits of skating reality. Get on your boards and start flipping and grabbing for those high scores. Send us the proof on VHS and your name could be right here.**

### COLLEGE

| | |
|---|---|
| 20,185,878 | Daniel Mosley |
| 18,834,222 | Jake Douglas |
| 13,010,034 | Ian Vincent |
| 11,416,906 | Lee Walker NEW! |
| 9,592,122 | Steve Moran |

### SAN FRANCISCO

| | |
|---|---|
| 43,376,650 | Ian Vincent |
| 34,320,650 | Daniel Cheek |
| 17,882,326 | Dan Bedwood |
| 15,221,002 | Jamie Morgan |
| 6,787,893 | Lee Walker NEW! |

### ALCATRAZ

| | |
|---|---|
| 23,412,564 | Ian Vincent |
| 22,562,021 | Steve O'Neil |
| 20,854,203 | Jamie Morgan |
| 19,441,000 | Michael Polson |
| 13,326,180 | Daniel Cheek |

### KONA

| | |
|---|---|
| 17,776,092 | Liam Collet |
| 15,722,178 | Richard Garret |
| 9,947,516 | Daniel Cheek |
| 8,409,437 | Steve Moran |
| 7,212,888 | Jamie Morgan |

### SHIPYARD

| | |
|---|---|
| 30,098,654 | Alex Richardson |
| 29,689,100 | Nigel Brand |
| 25,654,289 | Vince Pratt |
| 15,426,160 | Daniel Cheek |
| 10,407,639 | Ian Vincent |

### LONDON

| | |
|---|---|
| 14,365,988 | Adam Hardy |
| 14,365,988 | Ian Vincent |
| 14,222,120 | Lee Walker NEW! |
| 13,117,887 | Daniel Cheek |
| 11,046,573 | Steve Moran |

### ZOO

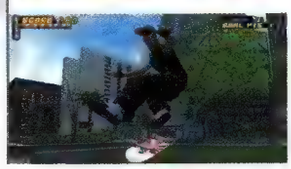
| | |
|---|---|
| 15,257,134 | Ian Gillingham |
| 14,226,239 | Jensen Holzer |
| 12,009,876 | Morris Eade |
| 12,000,006 | Paul Jallif |
| 8,789,333 | Christian Scott |

### CHICAGO

| | |
|---|---|
| 15,603,342 | Charles Windstaff |
| 15,057,642 | Steve O'Neil |
| 12,876,174 | Tony Harrison |
| 8,508,873 | Daniel Cheek |
| 7,837,414 | Ian Vincent |

### CARNIVAL

| | |
|---|---|
| 16,445,408 | Paul Dennis |
| 14,486,987 | Jonathan Griffiths |
| 14,005,679 | Rodney Cox |
| 12,671,515 | Lee Walker NEW! |
| 10,757,442 | Martin Prince |



**dumped!** This month's prime *Tony Hawk's* loser is:
■ CARNIVAL: 8,164,597: Robert Brent
**TIME TO GET BACK ON THE BOARD**

## APPRENTICE NINJAS

**They may not have made it on to our charts but this lot deserve a shout nonetheless.**

**Kyle Diamond**
*007 Nightfire*
Nightshift
484,815

**Ryan Corcoran**
*007 Nightfire*
Chain Reaction
781,330

**Sean White**
*007 Nightfire*
The Exchange
1,063,623

**Simon Hahn**
*MGS2*
FPS LV.1
22651

**Daniel Buck**
*MGS2*
FPS LV.1
23,697

**Alex Sandison**
*SSX Tricky*
Tokyo Megaplex
3'16"43

## THINK YOU CAN DO BETTER?

**Then fill in the form, send us a message to print alongside your pic and make sure you're as good as you think you are.**

challenge 12

# HITMAN 2: SILENT ASSASSIN

**Only a single new entry this month. Remember: no alerts and no popping civilians...**

### ANATHEMA

| | |
|---|---|
| 1'55" | Steve Moran |
| 2'07" | Lee Walker NEW! |
| 2'11" | Cian O'Halloran |
| 2'33" | Steve Moran |
| 2'45" | Will Meredith |

### ST PETERSBURG STAKEOUT

| | |
|---|---|
| 4'18" | Will Meredith |
| 4'42" | Steve Moran |
| 5'06" | Matthew Carr |
| 5'34" | Liam Coolidge |
| 5'36" | Jamie Bryson |

### KIROV PARK MEETING

| | |
|---|---|
| 2'20" | Will Meredith |
| 2'25" | Steve Moran |
| 2'33" | Gavin McIntyre |
| 3'08" | Cian O'Halloran |
| 3'12" | Liam Donworth |

### INVITATION TO A PARTY

| | |
|---|---|
| 2'13" | Steve Moran |
| 2'17" | Will Meredith |
| 2'45" | Gavin McIntyre |
| 2'46" | Matthew Carr |
| 2'47" | Liam Donworth |

### TRACKING HAYAMOTO

| | |
|---|---|
| 3'53" | Gavin McIntyre |
| 3'57" | Steve Moran |
| 5'18" | Cian O'Halloran |
| 5'43" | Will Meredith |
| 5'49" | Matthew Carr |

**dumped!**
This month's *Hitman 2* loser is:
■ ANATHEMA:
2'51" Neil Young
**IF YOU WANT TO SURVIVE YOU'VE GOT TO FIGHT**

## PRO DOJO ENTRY FORM

**PSM2,
PRO DOJO,
FUTURE PUBLISHING,
30 MONMOUTH STREET,
BATH BA1 2BW**

Dear PSM2,
I'd like to join your elite order of shadow warriors. It's been ages since I've won free games and been really famous.

**And I enclose... MY PHOTO ❑ (or I've emailed you one)**
**A VIDEO OF MY ACHIEVEMENT ❑ (wound to just the right place)**

**Check out my tape, it's got this on it:**

| Game / Challenge | Chart | Time / Score |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

**My message to the gaming nation is:**
"
"

Name
Age
Address


# MOBILE PHONE GAMES

## DIRECT TO YOUR PHONE EASY AS 1, 2, 3...

To get a "Game to Go" for your mobile phone simply text keyword (e.g. MOTOGP PS2) to 60100 and follow instructions in text message

**Downloading a game to your phone has never been easier:**
Just follow these simple instructions:
1) Choose a game from our line-up of licensed titles
2) Text the game keyword to 85555 (eg. MOTOGP PS2)
3) Customer will receive 3 billing SMS's and a SMS with a link to the game for downloading the game

For many great games, and more services visit [illegible]

**Choose from our handpicked list of licensed games**

WRESTLING
WWE MOBILE MADNESS CAGE
Keyword: MMC PS2

RACING
BILLIARDS
Keyword: BILLIARDS PS2

PLATFORM
HELLO KITTY JUMPA JUMPA
Keyword: [illegible] PS2

PUZZLE
SNOOD
Keyword: SNOOD PS2

SHOOTER
GROUND POUNDER
Keyword: GROUNDER PS2

[illegible]

# RATCHET & CLANK: LOCKED & LOADED

## PART 1 BOGON, DIVE IN...

We scour the Bogon Galaxy to uncover its deepest, darkest secrets, then spread 'em naked across these packed pages of R&C tippage. Join us for the ride of your life...

## AIM OF THE GAME

After saving their own Galaxy from the mischievous Qwark in the last game, Ratchet & Clank are transported to the Bogon Galaxy by the head of the MegaCorp corporation, Mr. Fizzwidget. They must track down a mysterious thief who's stolen a genetically engineered creature. Things aren't quite as they seem, however, as our heroes will soon discover...

## SMASH 'N GRAB

Shoe-horned into the next three pages is a guide to all the stuff you'll need to know to become a true master of the Bogon galaxy. Read on....

## WHAT WE SAID...

**PSM2 ISSUE #42 Dec 2003**

"*Ratchet & Clank 2* oozes the same rare quality as its predecessor, and every element of the game is superbly executed."

## WHAT WE SAY NOW

While not as fresh as Jak 2, R & C 2's still a saccharin-sweet head rush of platforming goodness. Twice as big as the original, and just as playable. It's a blast

**91**

## GENERAL TIPS

### BOLT FROM THE BLUE

OK, so they're not new, but they're more important than ever in this game. If you don't know already, bolts are the currency in Ratchet's world. You can't buy anything without them, so make sure you collect plenty, by smashing crates and killing enemies. The more, as they say, the merrier. You'll need literally millions to buy every weapon in the game, and you can't get past certain events without enough of them.

### THE WAY OF THE WARRIOR

Take every opportunity to earn some more bolts. Don't just do the minimum racing, arena fighting and spaceship battling; go back and beat them all when you want to earn the bucks.

### GOING UP IN THE WORLD

Many of the 25 weapons in the game can now be upgraded, to bigger, badder versions of themselves. This can only be achieved by using each particular weapon to kill plenty of enemies, so try to use as many different ones, as often as you can.

### TECH-ING THE MICKEY

Ratchet's able to develop as a character as he progresses too. He's now got a Nanotech upgrade bar, which gradually fills by killing enemies, and once full, gives you another notch on your Nanotech (health) gauge. Various canisters can also be found in the game, which will give your Nanotech an instant boost, so it's well worth finding as many as you can.

### SHIP-SHAPE

There are plenty of space ship upgrades you can buy at Slim Cognito's Ship Shack, but without Raritanium, you'll be laughed out of town. Collect this valuable mineral by shooting down enemy ships in the spacecraft challenges and by mining for it in the special vehicles on Tabora and Greblin.

### MODDING OFF

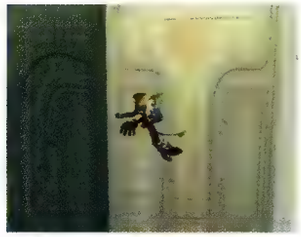
There are a couple of secret locations you can find in the game where your weapons can be illegally modded, in exchange for Platinum Bolts (see All That Gleams Isn't Gold). The first of these is in the desert, near the mining colony on Tabora (see Not Just Desert), and the other is found at the end of a tricky ride across the electricity wires on Boldan.

### ARMOURED AND DANGEROUS

There are also armour upgrades available at special vendors found in the game, that offer increasing degrees of protection from attacks, up to a whopping 90% invulnerability. Course, it's going to cost you...

### TROUBLE & STRAFE

Learn how to strafe quickly; it's the single most important manoeuvre in the game, and absolutely crucial to surviving the later levels. Hold L2/R2 and move left and right to stay alive.



### ANOTHER TRICK IN THE WALL

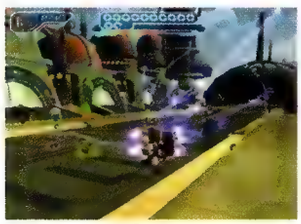
Certain areas will require the wall-jumping technique too. Run at the wall and press x, then press x again as you hit the wall to jump off and onto the wall on the opposite side. Keep repeating this until you reach the top.

# WEAPONS OF MASS DESTRUCTION

Oh yes. These babies rock, make no mistake. Twenty five of 'em in all, and you're going to have the time of your life with this lot. We don't want to completely spoil the fun of discovering them for yourself, but here's a rundown of our favourites:

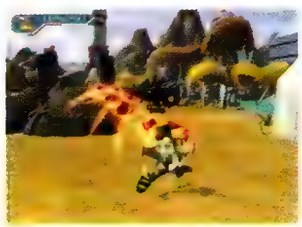
## GRAVITY BOMB/ MINI-NUKE

Useful for taking out groups of enemies, the Gravity Bomb is invaluable from the word go, and once upgraded to the Nuke, is one of your most useful and powerful weapons throughout the game.



## BLITZ GUN/ BLITZ CANNON

Like a shotgun, this cheeky chappie's deadly at close range, though not so good at a distance. Once upgraded, it's even better, and if you want to whack a mod on it too, then it'll be absolutely awesome.

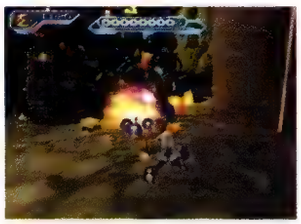


## LAVA GUN/METEOR GUN

The Lava Gun fires a red-hot fountain of magma, incinerating anything it touches. Once upgraded, it throws out big chunks of burning hot rock at a very high fire rate, giving awesome destructive ability.

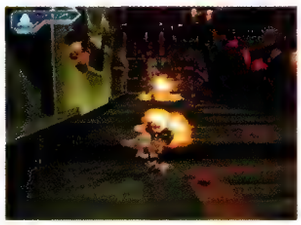
## SYNTHENOID/ ULTRANOID

Think of the Synthenoid as your personal bodyguard. Once activated, it hovers around your head, targeting anything that even looks aggressive. When it powers up to the Ultranoid, there's three of them, and they're even more heavily armoured.



## SEEKER/HK-22 GUN

A brilliant distance weapon, this gun fires a projectile that flies out, locks onto enemies, then smashes into them. In its upgraded version, it fires three of them, for triple the fun.

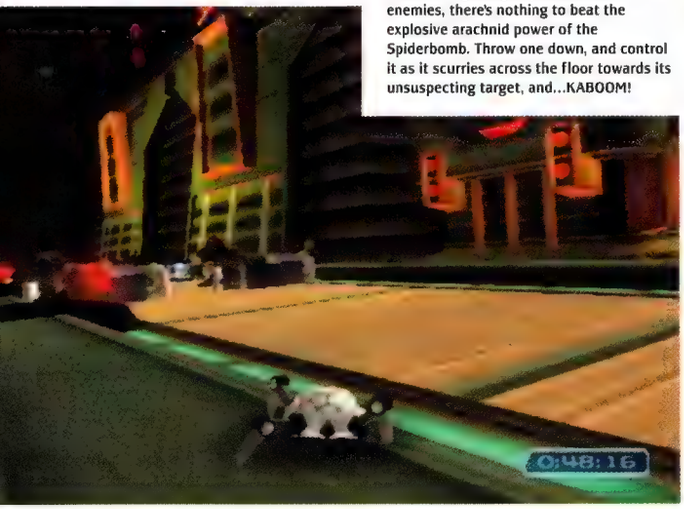


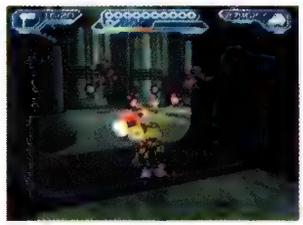
## MINIROCKET/ MEGAROCKET TUBE

Another great ranged gun; this rocket launcher can target enemies from miles away due to its lock-on ability. It's explosive power is awesome, and a match for almost any enemy. Almost.

## SPIDERBOMB GLOVE

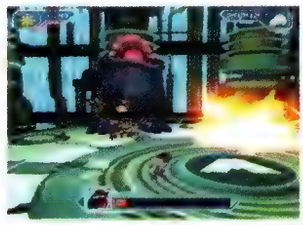
For ferreting out groups of difficult to shift enemies, there's nothing to beat the explosive arachnid power of the Spiderbomb. Throw one down, and control it as it scurries across the floor towards its unsuspecting target, and...KABOOM!



## MINITURRET GLOVE

Lay down a blanket of covering fire by chucking some of these into a room before bursting in, all guns blazing. They'll swivel around until they pick out enemies and let loose with volleys of hot lead.



## BOUNCER/ HEAVY BOUNCER

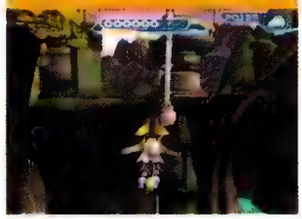
Fire a round from the Bouncer, and watch with glee as it explodes, and hundred of smaller explosive charges burst out and bounce around the room, exploding in eruptions of fiery death and incinerating anything within range.

## SHEEPINATOR

Not the most useful of weapons, due to the long time it takes for its transforming abilities to take effect, but definitely the most fun. Charge in, waving this around, and laugh heartily as vicious critters are turned into harmless, pathetically bleating sheep. Genius.

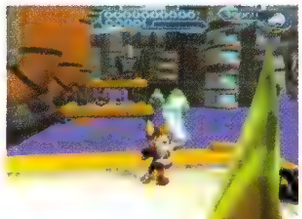
# INSPECT YOUR GADGETS

Apart from your destructive arsenal, you'll need to employ the services of a range of cool gadgetry too, in your quest to save the Galaxy and become an all-round hero:



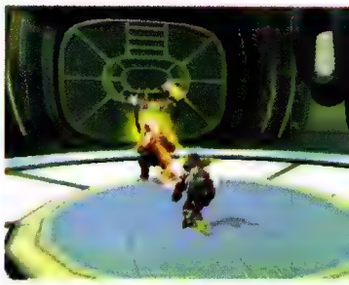
## HAND ITEMS: SWINGSHOT

Use this fella to hook onto nodules and swing across otherwise impassable gaps. Never leave home without it.



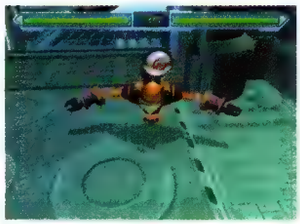
## DYNAMO

The Dynamo fires off electrical charges that activate previously dormant machinery, activating platforms and opening bridges.



## TRACTOR BEAM

The Tractor Beam catches certain objects or robots in its Electro-magnetic snare, enabling you to move them wherever you want to put them.



## HYPNOMATIC

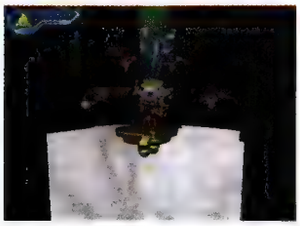
Initially broken into three parts, once fixed the Hypnomatic gives you the power of mind control over the Receiver Bots.

## THERMANATOR

By freezing water or melting ice, the Thermanator opens up new windows of opportunity for you.

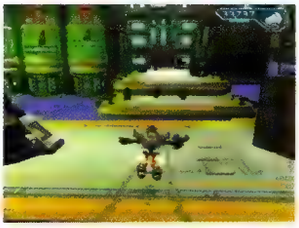
# PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2



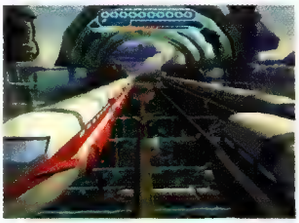
## BACKPACKS: HELI-PACK

Use Clank's Heli-Pack to glide gently down to earth. Hold L1 and press ⊗ to jump higher than you otherwise can.



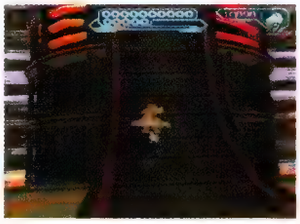
## THRUSTER-PACK

Gives a short burst of thrust that enables you to get across gaps you previously couldn't. Also has a high-jump facility similar to the Heli-Pack.



## FOOT ITEMS: GRIND BOOTS

These allow Ratchet to grind his way along rails, sometimes uncovering new areas that were unreachable before.



## GRAVITY BOOTS

Once he's got these, Ratchet can stick to metal walls, enabling him to climb vertical slopes and walk down the sides of buildings.

## CHARGE BOOTS

Once the Charge Boots have been found, press L1 twice for an instantaneous burst of thrust that'll send you shooting forward along the ground. Very useful if you need to move in a hurry.

## ALL THAT GLEAMS ISN'T GOLD

The rarest and most valuable currency you can find, the Platinum Bolts are the only thing that'll buy you the illegal weapons mods which Slim Cognito's willing to perform. They're tucked away in all kinds of places, but here's where to find 'em:

### 1 MEGACORP OUTLET, PLANET OOZLA

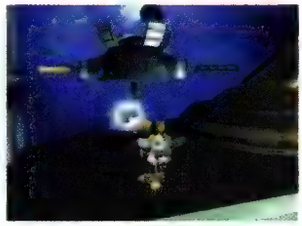
Hop on the back of the first of the big creatures you find sitting in the swampy water. It'll take you for a ride to a hidden cave, where once inside you'll find the first Platinum Bolt waiting.

### 2 MEGACORP OUTLET, PLANET OOZLA

In the area where you first buy the Tractor Beam, there's one sitting on top of a building. Use the Tractor Beam to position the tubes so you can climb up and reach it.

### 3 MAKTAR RESORT, MAKTAR NEBULA

In the area at the top of the wall you climb up, just after you take the limousine, there's a Platinum Bolt sitting on top of the ledge on the right hand side.



### 4 MEGAPOLIS, ENDAKO

In the rooms where you control the crane to move crates around, there's a sealed door set into the left wall of the second room. Use the crane to move first the blue crate in front of it and then drop the red, exploding one, on top of it. This will blow out the door, allowing you to climb up and grab the Platinum bolt in the small room you've revealed.

### 5 MEGAPOLIS, ENDAKO

Just after you see the Thugs-4-Less Boss appear in his helicopter for the first time, hop across the two floating platforms, and run to the far end of the platform you're now on. Drop off onto a ledge below to find another bolt.

### 6 CANAL CITY, PLANET NOTAK

At the top of a walkway near the start, you'll come across a doorway blocked by a couple of large gas canisters. Clear out the enemies from this platform and destroy the canisters. The door's closed, but head back down the slope you just came up, and use the Dynamo to activate the nodule on the left. Now quickly run back up, and run through the now open door for another bolt.

### 7 MINING FACILITY, PLANET TABORA

In the desert where you hunt crystals for the Mystic, there's one to be found atop a sand dune, in the far left corner from where you first take the lift up.

### 8 MINING FACILITY, PLANET TABORA

Take the path down through the building immediately to the left of the Vendor in this area to find the Glider. Use it to fly along the lava-filled trench, and duck down at the end of it to reach another Platinum Bolt.

### 9 SILVER CITY, PLANET BOLDAN

Once you've opened the main entrance to the city, you'll find a Platinum bolt on top of the fountain in the first area on the left.

### 10 SILVER CITY, PLANET BOLDAN

While in this same area, use a Spiderbot to crawl through the small hole in the transparent barrier behind which you can see another bolt. Use it to step on the switch, then run around into the area on the other side and grab this one too.

### 11 SILVER CITY, PLANET BOLDAN

Just after you've traversed the first twisting metal path using your Gravity Boots, you'll reach a lift that takes you up to a platform with a Swingshot nodule in front of it, and enemies on the other side firing at you. Instead of crossing straight away, jump off, to the left, to land on another platform halfway down to the ground below. There's another Platinum bolt here.

### 12 MEGACORP DISTRIBUTION FACILITY, PLANET SMOLG

On the second platform you reach with the Levitator, stand on the Levitator pad, and turn to your left. Look up, and you'll see a platform hovering nearby. Launch yourself up and forward slightly, to reach the bolt here.

### 13 ALLGON CITY, PLANET DAMOSEL

When you reach the bank, climb up onto the fountain that's over on the right side of the building. Now walk into the jet of water, let it carry you up and out, then jump and thrust over to reach the ledge below. This is a tricky manoeuvre that may well take several attempts.

### 14 TUNDAR WASTES, PLANET GREBLIN

Once you've got the Hypnomatic, return to Greblin and explore the caves with the glider. At the end, you'll find a building full of crazed Receiver Bots. In the second room, there's a Bot behind a door that you can't open. Use the Hypnomatic on this bot to take control of it, then use it to activate the switch in the cave behind. Now use Ratchet to climb the bars in front of you to reach the ledge and Platinum Bolt above.

### 15 TUNDAR WASTES, PLANET GREBLIN

Once you've flooded the factory, and swam past the criss-crossing lasers, rather than swimming to the surface in the next room, swim down and through the tunnel beneath to find a room housing another bolt.

## GLADIATORS READY

There's two areas in the game where you can prove your Gladiatorial prowess in the battle arenas, and earn a stack of bolts in the process. Fight through the Maktar Resort to find the first one, and buy the Levitator from the guy on Joba for 20,000 bolts to reach the arena here. Here's a rundown of what you'll find awaiting you inside:

1 The no damage battle is just that, don't get hit at all! Watch out for the gas and spinning blades that come out of the floor.
2 Your Gravity Boots come into play for the Cage Match, which is fought high up on the walls. Strafe to survive.
3 Go head-to-head with a top Gladiator in the opponent challenge. Learn their attacks, and when best to counter.
3 The survival fight does exactly what it says on the tin. Stay alive until the waves of enemies are defeated. Just make sure you top up at the Vendor!

## A DAY AT THE RACES

As another aside, you can forge a career as a Hoverbike racer too, and again, there are two locations where you can compete. Find the Desert Riders on Barlow to enter the first competition, and then visit the races when you're on Joba for the second. They soon become challenging, but it's worth persevering to collect the extra booty. Here's our simple guide to becoming a champion:

1 Boost start from the grid, by hitting the accelerator just as the last light goes out.
2 Beep grabbing the boosters along the route to stay out in front. Just keep your finger on L1 the whole time, so the turbos will automatically trigger when you drive over them.
3 Weapons pick-ups are also available during most of the races, so use them to whack your opponents, but don't let fighting distract you from finishing first.
4 Short-cuts open up on the harder difficulties. Watch the routes your opponents take, and then beat them at their own game!

## IT CAME FROM ANOTHER DIMENSION...

One of the most curious items you can find in the game is the Qwark action figure, which can be found by exploring the rest of the ship once you reach the hangar of the flying lab circling Aranos. The man who sells it to you is a familiar face from your own galaxy, and it's sure to be worth a fortune to the right buyer out here:

1 Head through the door to the left of the hangar on the prison ship
2 Now stand on the levitator pad, and watch the level of the lava.
3 When it's at its lowest point, launch yourself forward, and through the gap.
4 Wait in the middle, at the highest point as the lava rises, and make a break for it when it drops again.
5 Speak to the mechanic, who you recognise from your own dimension.
6 Buy the Qwark action figure for 20,000 bolts. Now you've just got to figure out who might be willing to buy it...

## FLY BOY

When you intercept the Thugs-4-Less fleet at Gorn, a series of challenges await you. Only the first challenge is actually necessary to advance, but they're all worth doing if you want to keep racking up the cash for new items.

### 1 DOWN THE FOUR BATTLESHIPS

Keep your distance to avoid these enemies turret guns, as your lasers will still inflict damage, while minimising the risk to your own ship. A laser upgrade from Slim Cognito proves invaluable here.

### 2 BATTLE THE FIGHTERS

There's loads of these guys to kill, but it's easy enough, as long as you remember to keep barrel-rolling, to avoid taking too much damage.

### 3 DEFEAT THE GHOST SHIP

You can only hit the ship when it's in its solid state, though it can still fire on you. Once again, keep your distance, and pick it off with rockets or lasers.

### 4 RACE AROUND THE DOCKING BAY

A tricky race through rings dotted around the area. Your opponent's in a fast ship, so buy an engine upgrade from Slim Cognito's before taking him on, or you'll find this really tough going.

## NOT JUST DESERT

The desert area on planet Tabora's full of plenty of things to discover, so take the time to explore and you'll uncover all this lot:

1 Collect crystals for the mystic from all over the desert area. Each one is worth 1,000 bolts, so it's worth the risks even with these guys hiding in the sand!
2 Fly the glider through the canyon to grab a Nanotech Upgrade, and a Platinum Bolt. See our Platinum Bolt guide for how to reach it.
3 You'll find Slim Cognito's illegal weapon mods by pressing the button sticking out of the sand behind and to the left of your ship.
4 Once you've got the Gravity Boots, you can use the mining vehicle you can see atop a platform in one corner of this area to dig for Raritanium. Just follow the arrows to riches!

## WORD TO THE MOTHER

Beating the Thugs-4-Less boss on Lunar City's easy the first time, but a total bitch when you head back up there from the translocator near the start on Damosel. This time, he's piloting a UFO Mothership, and he isn't giving up without a fight. Here's how to whack his lily ass into oblivion:

1 The Mothership's shielded to begin with, so you can't hurt it.
2 The key to damaging him is to keep destroying his robots on the ground.
3 When the Mothership comes down and lowers his shield in order to deposit more troops, hammer him with everything you ' ve got.
4 Now he ' s really mad, and hovers in one place, sending out an electric charge in all directions, while launching a continual flow of robots after you.
5 The only way to deal with him now is to stand on top of the platform at the edge of his electricity, where the robots can ' t get to you, and whack him with missiles
6 Jump to avoid the green energy blasts it sends out. If you need health or ammo, quickly jump off, grab some, and jump back on the platform and carry on. He'll eventually go down. Your prize is the Mapper, an illegal mod that lets you see hidden areas on the maps!

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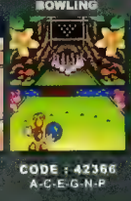

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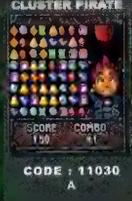

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# PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

# TRUE CRIME: STREETS OF LA

## PART 1 COP A LOAD OF THIS

'You have the right to remain...um, dead.' PSM2 ducks internal affairs, hands in its badge and reads True Crime its Miranda rights.

TRUE CRIME STREETS OF LA

## AIM OF THE GAME

You: a cop on the edge who plays by his own damn rules. The city: L.A. Christopher Walken: A chubby firing-range instructor. Your mission: to clean up the streets, find out who murdered your Dad, and maybe do it all without killing any innocent bystanders.

## HARD BOILED

If you go gun-toting nutso every time you spot someone jaywalking, you're never going to see half of the game. You can sail through the Bad Cop storyline, but to get to the Average and Good Cop paths you'll have to keep the arrests up, the deaths limited and the bribe-taking to a minimum.

## WHAT WE SAID...

**PSM2 ISSUE #43 Xmas 2003**

"Nice try, but spreads itself thinner than the last bit of Marmite in the jar. More fun as *GTA*-lite cop thuggery than a proper game."

## WHAT WE SAY NOW

Ummm... the same thing really, considering we just reviewed it this issue. Plenty of nasty fun to be had, but maybe a little short lived, we reckon

**74**

## 24/7

You can spend reward points on topping up your health or fixing your car, but for every 100 reward points you earn, you're given a shield which you can spend at 24/7 locations - the cyan circles on the cruising maps. Upgrades include extra combat moves and car parts, but the most important thing's your shooting – it's practically impossible to finish certain section without the Flashlight, Hollow Point and Precision Shooting abilities.

## YOU'RE UNDER ARREST!

To earn points and add to your Good Cop rating, you'll have to solve random crimes during the cruising missions. These vary massively and it's important to respond with the right amount of force. For instance, it's reasonable to kill armed bank robbers, but a gang of squabbling stockbrokers will probably give up after a warning shot. Careful, though - some conflicts will escalate and even the 'victims' sometimes pull out weapons. Here are some other ways to gain/lose those all-important points.

### GOOD COP

- Using neutralising shots – in the leg, say.
- Using non-lethal stealth moves – Ⓟ
- Finding drugs on citizens – ◎ pats them down, but there's no real way to tell who's likely to be carrying.
- Arresting people – R2 + ◎ after they've surrendered or been knocked out.

### BAD COP

- Headshots.
- Killing innocents (duh).
- Lethal stealth moves – ◎

## WALKTHROUGH

At the start of a game you're just a cop. A mean-ass, tough-talkin', hard-drinkin' cop. Will you be good? Or bad? Or average? Depends on which path you decide to take through the game...

## EPISODE 1: TRIAD VIOLENCE

**MISSION 1:** Shooting Practice

It's just practice. Tch.

**MISSION 2:** Rushing to EOD

This one's just to get you used to driving – you shouldn't have any problems beating the 1:30 on the clock.

**MISSION 3:** Driving for Chow

It's a cruising mission – go bust some perps.

**MISSION 4:** Triad Muscle

The first fight – shouldn't give you any trouble. Once you strike the thug you will see four exclamation points light up by his health in the upper right hand corner. These represent the number of hits he needs before he will be stunned. At this point you can do a special move, or perform a grapple that he won't be able to break out of.

**FINALE:** Rosie Trouble

This is the first time you'll have to shoot-dodge, because there's no cover around. Just shoot the cars until the Triad goon gets blasted clear, then get up close and give him some lead justice.

### BONUS DRIVING/CRIME PATROL

These missions occur at the end of each episode. A bonus driving level is received if the entire episode is completed 100%. During the bonus driving level, you are also given an opportunity to upgrade your weapons, combat, and cars. A gun course is a walk-through firing range. The Combat Dojo is a fight against live opponents until you reach and defeat their master. The vehicle upgrade is an illegal pink slip street race, but don't worry about losing your car, the EOD can afford a few lost vehicles.

A Crime Patrol mission is gained if any missions during the course of the episode were failed. During a CP, you must solve Random Crimes to be allowed to progress to the next episode, the number of RCs you must solve is determined by how many missions you failed.

## EPISODE 2: MEAN STREETS

**MISSION 1:** Cruising for Leads

Cruising mission. It's in the title, see?

**MISSION 2:** Dojo Attacker

Fight the bloke in the dojo – this is the first time when your attacker'll try to grapple with you, so just press punch quickly whenever he grabs your arm to avoid taking damage.

**MISSION 3:** Red Lantern Rush

You've just got a positive hit on that APB. Head to the Red Lantern at Temple and Hill to investigate. From here on in, the game's divided into 'pass' and 'fail' paths.

**PASS:** Move onto the next level, "Bar Brawl".

**FAIL:** Move onto "The Arsonist" level.

**MISSION 4:** Bar Brawl

You've arrived in time; stop the criminal from beating up the old man.

**PASS:** Move on to the next level, "Chasing Triad Thug".

**FAIL:** Go to the "Driving to Jimmy's" level.

**MISSION 4:** (ALT) The Arsonist

This is the first driving mission where you need to shoot.When shooting at cars whether on foot or in a car, keep in mind that you can shoot out the tires on a vehicle, and you can also shoot the gas tank of any car with enough shots to the rear of the vehicle. Once you get a precision shot upgrade (the second shooting upgrade) you will visually recognize a gas tank shot by the red crosshair in Precision Shooting mode.

**MISSION 5:** Chasing Triad Thug

The thug is still up and running, literally. Get him before he gets away, either gun him down, or arrest him. Either way, you automatically go to the next mission.

**MISSION 6:** Driving to Jimmy's

Cruising mission.

**MISSION 7:** Sneaking In

This is the first stealth mission. While sneaking, remember to take your time and check all angles before moving. It doesn't take much to be caught. Once you see an enemy indicator in the top-right hand of the screen you only have a few seconds to get out of sight or kill the enemy. If the indicator (a row of three question marks) is filled, you will be caught and the mission will end. To attack, you can use the judo chop and the grapple move. Either will take your opponent out quickly and quietly.

**PASS:** Move on to "Jimmy's Ambush".

**FAIL:** Complete the episode with a failure, and move on to Episode 3.

**MISSION 8:** Jimmy's Ambush

Jimmy's calling out the big guns now, literally. Get ready to face his crew of henchmen, armed with pistols, Uzis and AK 47s.

**PASS OR FAIL:** If you pass this level, you'll move on to the next level, "Sniper Assassin". If you fail this level, you'll complete this episode with a failure, and move on to Episode 3.

**FINALE:** Sniper Assassin

This is the first mission where you have to use precision shooting. Use ⊗ to crouch when the sniper's ready to fire, then get back out in the open and start lining up a shot for when he stops to fire.

Pass or Fail: The outcome of this level only affects the next cutscene, not the next mission.

## EPISODE 3: INTERNATIONAL TIES

**MISSION 1: Off to Chong's**
Cruising mission.
**PASS OR FAIL:** You cannot "fail" Cruising/Driving mission, there is no time limit, or life limit.

**MISSION 2: Tailing Chong's Limo**
This mission is a tailing mission. Just try to follow the car while staying within the safe zone of the tail meter. Get too close, and you'll see the question marks in the upper right hand corner start to light up. If all of the question marks are lit, the tail turns into a chase. If you trail too far behind, you'll eventually lose the tail. By the way, you can't afford to kill Chong.
**PASS:** Proceed to Mission 3: A Stakeout Gone Bad.
**FAIL:** Go to Mission 4: Driving to Spa

**MISSION 3: A Stakeout Gone Bad**
This is a chase mission, and it's massively difficult unless you get a good start. The Russians are on you straight away, so take a left almost immediately through the fencing next to you, cut through the car park and go out the other side. With any luck, this'll give you enough distance to lose them for keeps.
**PASS:** Move on to the next level, "Driving to Spa".
**FAIL:** Go to the "Russkie Trouble" level.

**MISSION 4: Driving to Spa**
Cruising mission.

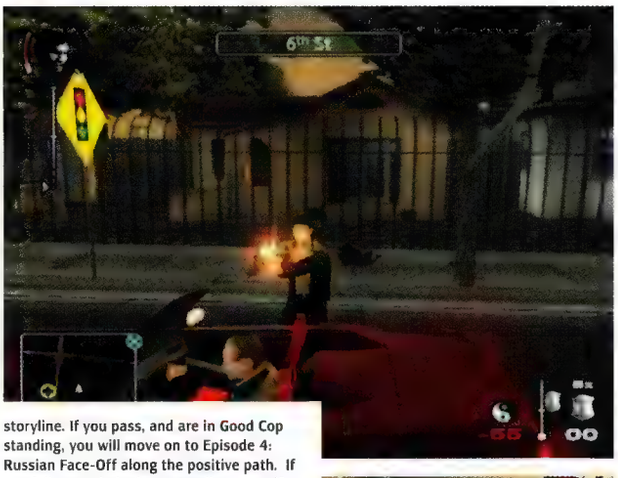
**MISSION 5: Spa Infiltration**
Judo... chop! Taking out the tubby Russians isn't too much trouble in this level – it's only when you get to the circular area that things get interesting. Head right to throat-punch the sleeping bloke, then sneak up on the guard in the middle. That'll give you a clear path to the end, as long as you don't kick any buckets over.
**PASS:** Move on to the next level, "Shower Antics".
**FAIL:** Move to the "Russkie Trouble" level.

**MISSION 5: (ALT) Russkie Trouble**
Smack the Russkies. Easy.
**PASS:** Move on to the next level, "The Accomplice".
**FAIL:** Move onto episode four with a failure.

**MISSION 6: Shower Antics**
You've taken a wrong turn into the main shower area. Take these guys out with your Kung-fu skills, and watch out for the boss of the bathroom, Misha.
**PASS:** Move on to the next level, "The Accomplice".
**FAIL:** Onto episode four.

**FINALE: The Accomplice**
It's an all-out shootout in the spa, but rather than diving and bullet-timing, just stand still and shoot like crazy as people come out of the doors. There's a medical pack on the central pillar, and when the boss turns up just duck until he has to reload. Simple really.

This is the first branch of the game's storyline. If you pass, and are in Good Cop standing, you will move on to Episode 4: Russian Face-Off along the positive path. If you fail or are in bad cop standing, even if you pass, you will move along the negative path, moving on to Episode 4: Con Girls.



## EPISODE 4: RUSSIAN FACE-OFF

**MISSION 1: Enroute to Autoshop**
Cruising mission.

**MISSION 2: Grease Monkeys**
Turns out your ol' buddy Francis doesn't want to talk. Take out his "friends" with a few well-placed punches and kicks.
**PASS:** Move on to "Chasing Francis".
**FAIL:** Go to the "Off to the Gulag" level.

**MISSION 3: Chasing Francis**
Francis is taking off...and you have to catch him.
**PASS OR FAIL:** Either way you're off to the gulag, but you get a different intro.

**MISSION 4: Off to the Gulag**
Cruising mission.

**MISSION 5: Another Way In**
Stealth past or kill these enemies and make it to the door on the other side of the club.
**PASS OR FAIL:** Move on to the next level, "Disco Inferno".
**FAIL:** Go to the "Alley Brawl" level.

**MISSION 6: Disco Inferno**
Kill absolutely everyone. Easy.

**MISSION 6: (ALT) Alley Brawl**
Looks like you got caught trying to be sneaky. Tsk tsk. Well, now you'll have to crack some skulls to get in to see Rocky.
**PASS OR FAIL:** Alternate intros to the 'Cary In Trouble' mission.

**MISSION 7: Cary In Trouble**
Rocky's men are smacking up your little brother. It's a race against time back to his Dojo.
**PASS:** Move on to the next level, "Vandal Wrath".
**FAIL:** Complete this episode with a failure, and move on to Episode 5.

**FINALE: Vandal Wrath**
Looks like you didn't get there in time, they're already long gone. If you have made it in time, you'll find three thugs rummaging through your little brother's stuff. Nick's pissed, and these guys are going to feel the fist in a minute.
**PASS OR FAIL:** Either way, you move onto episode five.

## EPISODE 5: THE RESCUE

**MISSION 1: Tailing Suspect cop**
It seems like the cop Nick saw at the Gulag has grabbed Nick's attention. Follow him and see where he goes, maybe he can tell you something about Rocky.
**PASS:** Move onto the next mission "Bum Encounter".
**FAIL:** If you fail because you turned the tail into a chase and caught him, you'll move on to "Butcher Shop Rush". If you lose the tail, you'll go into the "Meeting Rafferty" mission instead.

**MISSION 2: Bum Encounter**
Ah, beating up tramps. It's what being a copper's all about.
**PASS:** Go onto the next mission, "Meeting Rafferty".
**FAIL:** Go to the fail path mission, "The Peking Duck."

**MISSION 3: Meeting Rafferty**
Cruising mission.

**MISSION 3: (ALT) The Peking Duck**
Still a cruising mission.

**MISSION 4: Butcher Shop Rush**
This is a rush mission. No messing about.
**PASS:** Move onto the next mission "On the Chopping Block".
**FAIL:** Go to the "Slaughterhouse" mission.

**MISSION 5: On the Chopping Block**
Seems you've caught a baddie sleeping on the job. Of course he alerts his buddies. Kick their teeth in and go get your brother!
**PASS:** Move onto the next mission "Slaughterhouse".
**FAIL:** Go to the "The Great Escape" mission.

**MISSION 6: Slaughterhouse**
It's all about slaughtering people, as you'd expect. Use the shoot-dodge here, because there isn't a massive amount of cover.
**PASS:** Move onto the next mission "The Great Escape". If you fail, you'll fail the episode and continue to the fail storyline.

**FINALE: The Great Escape**
It's another chase mission – you've got a slightly tougher vehicle this time, but you still can't afford to slow down.
**PASS OR FAIL:** This is the second branch of the game's storyline. If you pass, and are in good cop standing, you will move on to Episode 6: House of Wu along the positive path. If you fail or are in bad cop standing, even if you pass, you will move along the negative path, going on to Episode 6: Rampage

## EPISODE 6: HOUSE OF WU

**MISSION 1: Off to Wu's Place**
Cruising mission.

**MISSION 2: Up the Food Chain**
Now you're sneaking into Wu's joint, it's pretty dead, so it shouldn't be too hard.
**PASS:** Move on to the next mission "Kitchen Inspection".
**FAIL:** Go to the "Tunnel Vision" mission.

**MISSION 3: Kitchen Inspection**
Watch out for the special guest at the end of this mission. If you're really having trouble killing it, the only way to damage it is to set it on fire...those ovens look promising.
**PASS:** Move on to the next mission "Seeking Ancient Wu".
**FAIL:** Go to the "Tunnel Vision" mission.

**MISSION 4: Seeking Ancient Wu**
Hmm, dark tunnels. It helps if you've upgraded to 'flashlights' at the 24/7 shop for this one. Watch out for the dead ends, and keep your eyes open for health. If you precision target the zombies, notice the enemies will be blinded by your flashlights, use that to your advantage.
**PASS:** Move on to the next mission "Inner Demons".
**FAIL:** Go to the "Die Die My Concubine" mission.

**MISSION 4: (ALT) Tunnel Vision**
When a large spiked wall starts moving towards you, the only thing you can do is move forward down the pipe. Take out the zombies as they come and be careful not to get hit by that wall, those spikes hurt.
**PASS:** Move on to the next mission "Inner Demons".
**FAIL:** Go to the "Tunnel Vision" mission.

**MISSION 5: Inner Demons**
Ancient Wu has some tricks up his sleeve, let's see if you can't put those demons down with some precision shooting. Fire at their eyes when they face you.
Alternatively, if you have hollow points from an earlier upgrade, just shoot at them and they'll eventually blow up.
**PASS:** Move on to the next mission "Die Die My Concubine".
**FAIL:** You'll move on to the next episode with a fail.

**MISSION 6: Die Die My Concubine**
Okay, first demons, now two tattooed chicks on fire. Well, just give them a little kung-fu lovin' and send them back to hell.
**PASS:** Move on to the next mission "Nightmare". If you fail, you'll fail the episode and continue to the next episode.

**FINALE: Nightmare**
Only one bit of advice here: aim for the mouth. To be honest, if you haven't upgraded to hollow points by now, you're probably stuffed.
**PASS OR FAIL:** On to the next episode either way.

## EPISODE 7: FINDING ROCKY

**MISSION 1: In the Drivers Seat**
Cruising mission.

**MISSION 2: Pressing Rafferty**
Well, well, looks like Rafferty was there after all. It also looks like the barkeep really likes to defend his patrons. Take 'em down.
**PASS:** If you pass this mission, you will move on to the next mission "On Rafferty's Tail".
**FAIL:** Go to the "FBI Goons" mission.

**MISSION 3: On Rafferty's Tail**
Just follow Rafferty and see where he's going. Careful though, this can be one of the tougher tails in the game.
**PASS:** Move on to the next mission "Escaping the Feds". If you fail because you turned the tail into a chase and caught him, you'll move on to "Eavesdropping". If you lose the tail, you'll go to the "Rafferty's Date" mission.

**MISSION 3: (ALT) FBI Goons**
Smack up the FBI, basically. They only attack one at a time, so it's easy enough.
**PASS:** Move on to the next mission "Rafferty's Date".
**FAIL:** Go to the "Eavesdropping" mission.

**MISSION 4: Escaping the Feds**
I guess Masterson really doesn't like you. Get these Feds off your tail by any means necessary.
**PASS:** Move on to the next mission "Rafferty's Date".
**FAIL:** Go to the "Eavesdropping" mission.

**MISSION 5: Rafferty's Date**
Seems like Rafferty's found a female friend. Follow them and find out what he's up to.
**PASS:** Move onto the next mission, which is "Eavesdropping". If you fail because you turned the tail into a chase and caught him, you'll still move on to "Eavesdropping", but with an alternate intro. If you lose the tail, you'll go to the "Fathers Killer" mission.

**MISSION 6: Eavesdropping**
Sneak through the warehouse that Rafferty and his "friend" went into.
**PASS OR FAIL:** Alternate intros for the 'father's killer' mission.

**FINALE: Father's Killer**
Rafferty led you right to Rocky himself, it's a shame he won't stick around for the firefight. Kill his cronies so you can get on to the main event.
**PASS:** Move on to the next episode. If you fail, you'll fail the episode and continue to the next episode.

## EPISODE 8: RETRIBUTION

**MISSION 1: The Girlfriend Angle**
Seems logical to follow Rock's girlfriend and see where she leads you. Maybe she can tell you where Rocky is.
**PASS:** Move on to the next mission "Back to the Gulag". If you fail because you turned the tail into a chase and caught her, you'll still move on to "Back to the Gulag", but with an alternate intro. If you lose the tail, you'll go to the "Chopper Ambush" mission instead.

**MISSION 2: Back to the Gulag**
This is a rush mission – it helps if you've won yourself a better car at the street races so you can make a swift getaway.
**PASS:** Move on to the next mission "Rocky's Trap".
**FAIL:** Go to the "Chopper Ambush" mission.

**MISSION 3: Rocky's Trap**
Looks like Jill double-crossed you. Knock these fools around and then pump them for info.
One of them has to know where Rocky is.
**PASS:** Move on to the next mission "Driving

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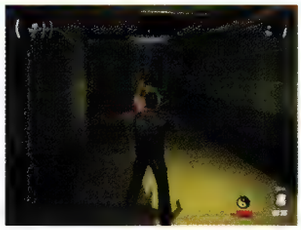
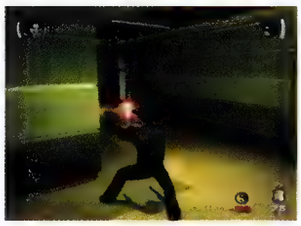




to Airport".
**FAIL:** Go on to the "Hangar Showdown" mission.

### MISSION 3: (ALT) Chopper Ambush

There's a chopper on your tail – take out the gunners with precision, or aim for the rotors to bring the chopper down. If you're in a fast enough car, keep driving until you go under the ten overpass, when the chopper will slam into the freeway... mission complete.
**PASS:** Move onto the next mission "Driving to Airport". Fail: Go to the "Hangar Showdown" mission.

### MISSION 4: Driving to Airport

Cruising.

### MISSION 5: Hangar Showdown

Pretty tough – just kill the commandoes, using all the available cover.
**PASS:** Move on to the next mission "Jetting Away". If you fail, that's the end of the game. You'll be treated to the losing ending cinematic. It's a shame to have come all this way for nothing, so get back in there!

### MISSION 6: Jetting Away

Rocky's trying to flee the scene of the crime in his jet. Silly villain, doesn't he watch movies? Shoot the tires or blow the engines to stop the jet and give him a proper send off.
**PASS:** Move on to the next mission "Puppet Master". If you fail, that's the end of the game. You'll be treated to the losing ending cinematic, with a tear-jerking monologue from Chris 'King of New York' Walken.

### FINALE: Puppet Master

Kick the Korean general's ass.
**PASS OR FAIL:** Either way, it's game over. Nice one – you're officially a Good Cop.
**THE SECOND PATH:** The average path

## EPISODE 6: RAMPAGE

### MISSION 1: Revenge Rush

They killed your little brother, it's time to go get some payback. Make it to the Gulag club on time, and show Rocky the business end of your gun.
**PASS:** Move on to the next mission "Rocky's Getaway".
**FAIL:** Go to the "Gulag Goons" mission.

### MISSION 2: Rocky's Getaway

You made it just in time to see Rocky get in his limo and take off. Get after him.
**PASS:** Move on to the next mission "The Bodyguard".
**FAIL:** Go to the "Wu's Turn" mission.

### MISSION 2: (ALT) Gulag Goons

Rocky's laid a crude trap at this club, but these guys should be pushovers.
**PASS:** Move on to the next mission "Wu's Turn".
**FAIL:** Go to the "Payback" mission.

### MISSION 3: The Bodyguard

Misha seems to want a piece of you. Give him an all-American kicking.
**PASS:** Move on to the next mission "Wu's Turn".

**FAIL:** Go to the "Payback" mission.

### MISSION 4: Wu's Turn

It's another cruising mission – time to get some upgrades in.

### MISSION 5: Payback

Now you're at Wu's restaurant, and his 'people' want you dead. Fight your way through the level to get to the back door of the restaurant.
**PASS:** Move on to the next mission "Off to the Airport".
**FAIL:** Go to the "Rocky's Loot" mission.

### MISSION 6: Off to the Airport

Cruising. Again.

### FINALE: Rocky's Loot

A chase mission – but if you're having trouble losing your tail, it might be worth just shooting them up.
**PASS:** Move on to the next episode. If you fail, you'll fail the episode and continue to the next episode.

## EPISODE 8: BLOOD MONEY

### MISSION 1: Race to Rocky's Lair

Get to Rocky's private club as fast as you can.
**PASS:** Move on to the next mission "Kinks in the Path".
**FAIL:** Go to the "Freakshow" mission.

### MISSION 2: Kinks in the Path

Okay, this Rocky guy is just strange. But, you still have to sneak through his hallways of weird, so on with the show!

**PASS:** Move onto the next mission "Freakshow". Fail: Go to the "Rosie's Ransom" mission.

### MISSION 3: Freakshow

Well, this looks like fun, three chicks wanting to kick your ass, and about eight gimps ready to back them up. Good luck!
**PASS OR FAIL:** Alternate intros to the 'Rosie's Ransom' level.

### MISSION 4: Rosie's Ransom

The final cruising mission of this path. Just drive to the impound lot, but get some upgrades on the way.

### MISSION 5: Escaping Masterson

Great, now Masterson is on your ass about stealing the armored car back from the impound lot. Well, at least you can still make his life worse and just take off with it anyway. Escape from his feds, which is actually fairly easy.
**PASS OR FAIL:** If you pass this level, you'll move on to the next level, "Chinatown Showdown". If you fail, that's the end of the game for this path. You'll see the losing ending cinematic and be offered a chance to retry.

### MISSION 6: Chinatown Showdown

Take out the uninvited guests with your mad skills. Yo.
**PASS:** Move on to the next mission "Last Stand". If you fail, that's the end of the game for this path.

### FINALE: Last Stand

Here it is, you against Rocky. Kick his

muddy-funstering ass.
**PASS OR FAIL:** If you pass this mission, you'll be treated to the winning ending cinematic, and you're officially an Average Cop. All that effort for that, eh?
**THE THIRD PATH:** The bad path

## EPISODE 4: CON GIRLS

### MISSION 1: Strip Club Detour

Cruising missions.

### MISSION 2: Cat Fight

Hey, look, it's the most morally questionable mission in the game. Beat up the strippers to continue.
**PASS:** Move on to the next mission "Cruising for Lola".
**FAIL:** Go to the "Lola Rush" mission.

### MISSION 3: Cruising for Lola

So, the stripper is in cahoots with some crooked actress. It's time to pay her a visit. No rush, just cruise on over.
**PASS OR FAIL:** You cannot "fail" Cruising/Driving mission, there is no time limit, or life limit.

### MISSION 3: (ALT) Lola Rush

Since you lost the rumble at the strip club, you're going to have to get Lola the hard way. She's expecting you at the old factory on Melrose. Go to it, hotshot.
**PASS OR FAIL:** Alternate intros to the 'Five Laps' mission.

### MISSION 4: The Driving Test

Lola wants you to get to the Beverly Center. It's a bit of light driving for star cop Nick Kang. Just cut across the roundabouts and you'll make it in plenty of time.
**PASS:** Move onto the next mission "Cruising for Lola". If you fail, you'll fail the episode and continue to the next episode.

### MISSION 5: Police Getaway

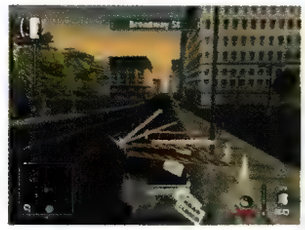
The cops are onto you and your "slick" driving. Lose 'em.
**PASS:** Move onto the next mission "Busting Lola". If you fail, you'll fail the episode and continue to the next episode.

### MISSION 5: (ALT) Five Laps

Five laps around the parking lot. Pah.
**PASS:** Move onto the next mission "Busting Lola". If you fail, you'll fail the episode and continue to the next episode.

### MISSION 6: Busting Lola

Lola won't go in without a fight, so give her one.
**PASS:** Move onto the next mission "Sniper Redux". If you fail, you'll fail the episode



and continue to the next episode.

### FINALE: Sniper Redux

Just like at Jimmy's Place, unless you failed and didn't get there. Just fire at the sniper and watch out for his shots. If you have a few shooting upgrades, precision targeting is the quickest way to kill him.
**PASS:** Move on to the next episode. If you fail, you'll fail the episode and continue to the next episode.

## EPISODE 5: HIGH RISE TERROR

### MISSION 1: The Airport Lead

Cruising mission.

### MISSION 2: Chasing Assassins

Uh oh! They've killed Rocky and now they're getting away. Best get after them, eh?
**PASS:** Move on to the next mission "A Race Downtown". Fail: Go to the "Bank Standoff" mission.

### MISSION 3: A Race Downtown

Now that you've stopped the assassins, you've got to race to Downtown. There's a hostage situation at a bank, and you've got to take care of it before Masterson elevates the situation.
**PASS:** Move onto the next mission "Bank Standoff".
**FAIL:** Go into the "Going Up" mission.

### MISSION 4: Bank Standoff

Tricky one, this. The secret's to hold down ⊗ to crouch behind cars, but you have to keep moving because they'll explode after a few hits. Hammer ⓐ to keep rolling, don't go out in the open – and be ready to flick R3 for a target switch in case Nick inexplicably starts shooting at someone a mile away.
**PASS:** Move on to the next mission "Lobby Firefight". Yeah!
**FAIL:** Go to the "Going Up" mission.

### MISSION 5: Lobby Firefight

It's quiet, but that doesn't last for long. Take out the enemies coming out of the doors, and watch out for the grenade launchers. If you precision target the round speaker devices on the bulletproof glass and shoot it, it creates a hole. Just shoot through that hole when the shooter stands behind it.
**PASS:** Move on to the next mission "Hostage Crisis".
**FAIL:** Go to the "Going Up" mission.

### MISSION 5: (ALT) Going Up

Make your way through three dark floors of terrorists to get to a working elevator. Just wall-press up to all the corners, then spring around and murder everyone on the other side. There's a medi-pack on each stairwell.
**PASS:** Move on to "Bad Politics". If you fail, that's the end of the game for this path.

### MISSION 6: Hostage Crisis

Shoot your way through the offices and cubicles of the bank's upper floors. Watch out for frequent hostage takers.
**PASS:** Move on to "Bad Politics". If you fail, that's the end of the game for this path.

### FINALE: Bad Politics

General Kim's good at blocking and he can reduce his stun points by taunting you if you give him a chance. That means it's essential to keep up the pressure – low kicks are best – and hit a combo every time he's dazed. Then it's the end of the game...but you're still a Bad Cop.
**PASS OR FAIL:** If you pass this mission, you'll be treated to the winning ending cinematic – hooray! You're a Bad Cop.

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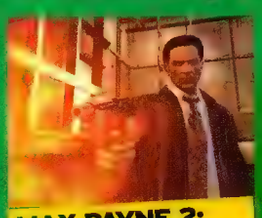

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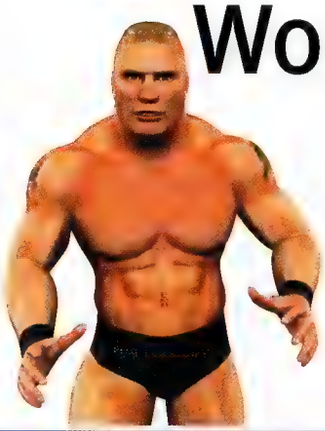

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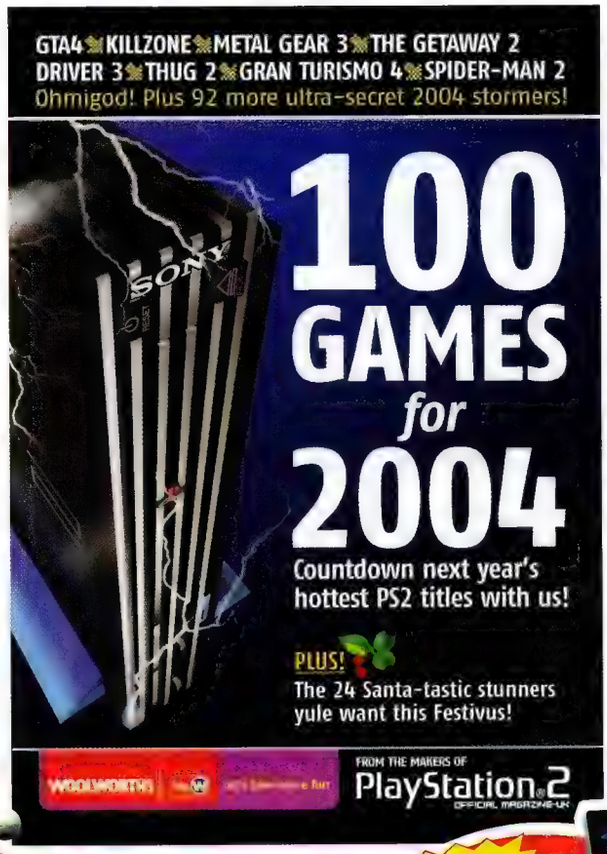
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THE LATEST GAMES LAST MINUTE

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プレビュー

Played at TOKYO GAMESHOW 2003

SHOCK NEWS!

**SUBARU JACK:** All the old favourites return. Look. A face only its mother could love..

**YANKS A MILLION:** Plus there's American cars. Good for the US market. If nowhere else..

EXPECTED UK MARCH 2004

# GRAN TURISMO 4

The brutal truth about those 8.0 litre 400 mph motorbike rumours, and how we'll be playing the ultimate racing game by Christmas.

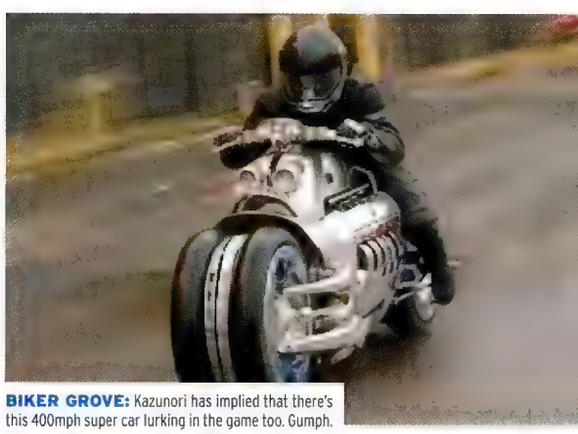
**Bikes? In a *car* game? That's the scorching rumour from Japan – more of that later – but the shock news is that you'll be able to play *GT4* (at least, a stripped down version) by Christmas, almost four months earlier than expected. The bad news? You'll need a chipped PS2 to play it, since the reduced track teaser disc, *GT4 Prologue*, will only be coming out in the land of the rising fun on December 4th. Gyaaah!**

**The Idea**: Cars, innit? But the most exciting development of the game concerns the persistent rumours of some two-wheeled motorbike action. While Sony have officially denied any bike-based modes, Kaz himself made some cryptic comments at the Tokyo Game Show saying that the game will definitely include a vehicle with an eight litre engine that can reach speeds of 400mph. What could it be? Popular opinion points towards it being the Dodge Tomahawk, a mental superbike that go from 0-60 in two flabbergasting seconds. Interesting, no? We'll answer that for you: yes.

**Best Features:** Take your pick. Although the game will offer similar elements to previous iterations, we're hugely excited about the online mode, which will allegedly allow up to six players to race together over the net. Nice. Mind you, Kaz has said that if the online stuff isn't 100% absolutely brilliant and reliable it won't make the cut. But can you really see Sony letting him exclude it? The other hot story is that the finished game will come on two discs, one for the GT mode, the other for the arcade elements, hinter at a deeper game than first anticipated.

**Bottom Line:** *GT4*'s going to be brilliant. Fact. Our only concern is that the game will feel more like a *GT3* update than a whole new experience. The word 'anticipation' was invented for game releases such as this.

**ANTICIPATION** ★★★★★



**BIKER GROVE:** Kazunori has implied that there's this 400mph super car lurking in the game too. Gumph.

EXPECTED UK FEBRUARY 2004

# JAMES BOND 007: EVERYTHING OR NOTHING

FRESH SCREENS!

**Bond is back! Err... almost. Unceremoniously (if sensibly) shunted to the front-end of 2004 in order to avoid competing with EA's squillion other big-name chart-toppers, the extra development time afforded to *Everything Or Nothing* looks to have allowed the developers to add an extra level of polish to the game. The virtual Brosnan is looking incredible. The astonishing resources at EA's disposal having been used to ensure that this really is the closest thing to a Bond film this year.**

**The Idea:** Save the world. Again. Through a game sliced neatly down the middle into driving and third-person action sequences.

**Best Features:** It's a toss-up - the *Need For Speed* team have further refined the driving sections and the sheer amount of gadget-driven set-piecery that's on show is astonishing. We've already seen the flame-thrower-assisted motorcycle putting the tramp among the tourists, but Bond's own Nanosuit offers maximum hi-tech gimmickry. And if the stealth sections feel a little uncomfortable (they're seemingly limited to prescribed sections rather than a tool you're given the option of using at any time) the blinding co-operative mode more than makes up for it, allowing two chums to tackle the game simultaneously with significantly altered mission objectives. A more regular four player versus mode is available too, which curiously has all players on one-screen, *Powerstone*-style. No split-screen action here.

**Bottom Line:** The move to a third-person viewpoint makes this far more cinematic than *Nightfire* or *Agent Under Fire*. Currently, though, the game runs the risk of *showing* the player most of the good stuff rather than letting you play it yourself. But given that EA have released barely any info on the game we're sure to be pleasantly surprised.

**ANTICIPATION** ★★★★

**ANGEL OF DARKNESS:** Bond will use nano-technology devices as the game unfolds.

**SUITED AND SHOOTED:** "No, it's a gun. And it's not in my pocket."

**GLASS DEBATE:** There's a never-ending line-up of goons to mow in a storm of flying glass.

**TIE FIGHTER:** Pierce Brosnan's steely mug has been digimapped directly into the game.

**BOW DEFECTOR:** This enemy with a crossbow is about to feel British agent wrath.

Played at

TOKYO GAME SHOW 2003

EXPECTED UK SEPTEMBER 2004

## ONIMUSHA 3

**The Idea:** Japanese demons invade modern-day France, and can only be stopped by - yes - Jean Reno and Samanosuke from previous *Onimushas*. Obviously.

**Best Features:** Being able to use tiny fairies as 'hooks' for Jean Reno's Whip - enabling him to swing across chasms, Indiana Jones-style. Brilliant. Or the multiple combat uses for said accessory: one particularly brutal move saw us tying a beastie up and pinning it to the ground with the whip and then unloading several pistol shots into its head. Mmm.

**Bottom Line:** While at first we thought the move to the modern day might have spoilt things, *Onimusha 3* looks like being the best of the series, full of variety, flashy new features and kitchen-sink refinements (just look at the camera - it now moves and keeps up with your character and doesn't get stuck on scenery). Aces.

**ANTICIPATION** ★★★★★

Played at

TOKYO GAME SHOW 2003

EXPECTED UK LATE 2004

## WILD ARMS: ALTER CODE F

**The Idea:** It's an RPG! But not just any RPG, and certainly not an all-new RPG...

**Best Features:** This isn't an original, brand-sparkling new entry to the much-loved *Wild Arms* series. Confused? Don't be - it's a remake of the original PlayStation title, updated and put through the Spanglifier to give it proper next-gen PS2 visuals. Mmm. As such, you can expect everything that made the first game great - namely, a top RPG experience with solving riddles and earning skills taking the place of levelling-up - with a smidegon of new stuff. For instance, your party can now contain eight members, with characters such as the splendidly-named Rudy Roughnight.

**Bottom Line:** Lookin' good, and it's nice that PS2 owners will get the chance to experience *Wild Arms* in a fancy new guise.

**ANTICIPATION** ★★★

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A FRANTIC BURST OF FUTURE PS2

Played at TOKYO GAME SHOW 2003

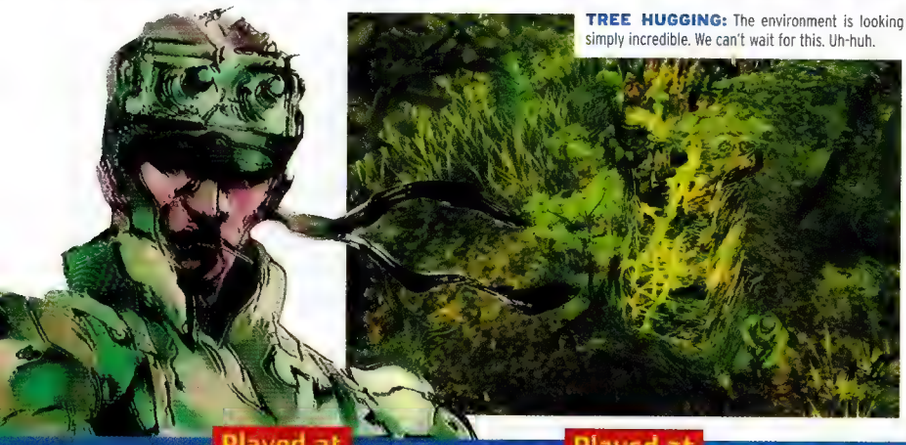
EXPECTED UK MARCH 2004

NEW SHOTS!

**NIGHT CLUB:** Could there be different times of day in the game? This dusky firefight hints at it...

**ONE IN THE AMBUSH:** You just *know* that Snake is going to jump right on that fella's head.

# METAL GEAR SOLID 3: SNAKE EATER



**TREE HUGGING:** The environment is looking simply incredible. We can't wait for this. Uh-huh.

**It wouldn't be a proper month without a little *MGS3* lovin'. And while Konami are keeping pretty schtum for the time being, we've gleaned a couple of extra details from the game thanks to Jonnie's trip to the Tokyo Game Show.**

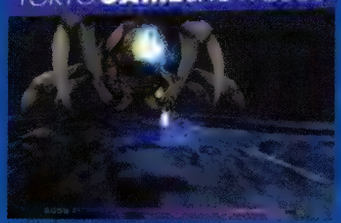
**The Idea:** Solid Snake – or is it Big Boss, eh? EH? – finds himself stranded in the jungle in the '60s, at the height of the Cold War. Informed gossip points towards this perhaps being an origin tale for ol' Solid.

**Best Features:** Where to start? The new setting is tied completely into the new gameplay. So yeah, Snake has to eat local fauna to survive – but some of it might be poisonous. Nevertheless, continually eating poisonous beasts can build up your immunity. And our hero is *really* up against it this time around – he can be knackered out by all the climbing and swimming and ambushing, which feeds right into the 'Snake eats Snake' scenario. Very tasty. Literally.

**Bottom Line:** As ever, this looks frickin' incredible. The jungle setting keeps throwing up more and more brilliant gameplay – and we haven't even mentioned the amazing scope for stealth and bushy surprise attacks. We know that the game incorporates a battle above a waterfall (shades of Sherlock Holmes, there) and Snake eventually reaching a giant military installation for a spot of corridor sneaking. We're just hoping that the last hour of the game doesn't slide into cut-scene hell... But we're sure Koj has listened to all the criticism.

**ANTICIPATION** ★★★★★

Played at TOKYO GAME SHOW 2003



EXPECTED UK MID-2004

## CHAIN DRIVE

**The Idea:** We came across this promising little tinker at our recent sojourn to the Tokyo Games Show. It's looking a little like *Zone of the Enders* with platforming elements. Which means, in essence, you're a honking great robot thing hacking, slashing and shooting your way across 20 enormous levels.

**Best Features:** "Mental exploding action" just about sums it up. Our hero – a robot or a fella in power armour – has got a frickin' giant sword called 'Unbreakable' and can sling webs around like Spider-Man. Interesting.

**Bottom Line:** We're not sure this has enough personality to stand on its own feet yet. But given some more development time there's every chance it can stand out from the pack.

**ANTICIPATION** ★★★

Played at TOKYO GAME SHOW 2003

EXPECTED UK AUTUMN 2004

## DRAKENGARD

**The Idea:** As plucky hero Kyme, you form a pact with a dragon which involves using the big-winged monster to roast legions of bad guys, as well as dismounting and tackling the opposition on foot.

**Best Features:** Swooping through the skies on a dragon is pretty entertaining, although the on-foot exploration and combat is well-implemented too. There's also an element of RPG-style character growth, your dragon, in particular, will physically change as he matures.

**Bottom Line:** It sounds too much like Sony's *Drakan* at the moment. But given that *Drakengard* is being developed by people that have worked on *Resident Evil: Code Veronica*, we're sure there's more to it.

**ANTICIPATION** ★★★

Played at TOKYO GAME SHOW 2003

EXPECTED UK LATE 2004

## ARMORED CORE NEXUS

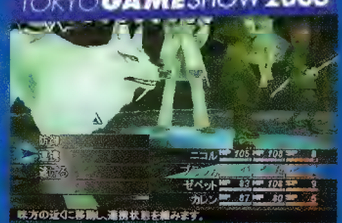
**The Idea:** Jonnie went mental for this when he heard about it. And you should have heard him when he got back from TGS. "Robots! Giant robots!" What with this and *Front Mission 4* he almost exploded. So we had to kill him. Fair's fair, after all.

**Best Features:** It's got to be the additional disc sporting remakes of old missions from previous *Armored Core* games, labelled 'Past'. It should keep old-school Corers up all night and jolly happy indeed. The other disc - labelled 'Future', confusingly, rather than the eminently more sensible 'Present' – contains entirely new content.

**Bottom Line:** One for the fans, really, but it should provide the hardcore with a virtual chocolate box of robo-treats.

**ANTICIPATION** ★★★

Played at TOKYO GAME SHOW 2003



EXPECTED UK NOVEMVER 2004

## SHADOW HEARTS 2

**The Idea:** More terribly complicated RPGing with plenty of numbers and things to remember, set in Victorian-era Japan with lashings of supernatural tomfoolery. High concept, eh? Yes.

**Best Features:** The game looks to be more of a tweaking and refinement of the mechanics found in the original *Shadow Hearts*. In particular, the visuals have been overhauled, which was something the original game could have done with. We're also hoping that the combat system of the previous game will be polished considerably, as it featured some monotonous button taps.

**Bottom Line:** Perhaps too marginal for western gamers, but intriguing...

**ANTICIPATION** ★★

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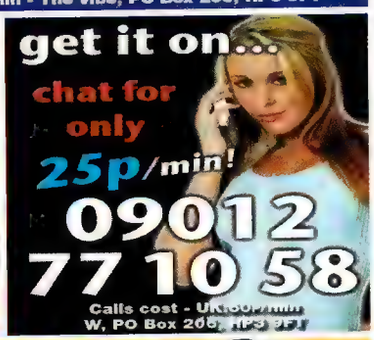
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# DEAR SANTA...

Hello, Santa here.

**Quick Christmas joke:** what am I giving Tommy Vercetti for Christmas? Give up? Some ho ho hoes! Heh, heh...what? Bit near the knuckle? Jeez, you frikkin' people. If it's not Warren Spector wriggling about on my lap, it's Hideo Kojima demanding a load of Lego and some more G.I. Joes. Don't believe me? Just look at the shiznit I have to deal with every year. And remember I know when you've been good or bad, so be good for *goodness* sake...

Dear Santa

Look, I've left some milk and cookies out for you, and a carrot for Rudolph. I'm sorry about Tomb Raider's broken controls and everything, but it looked lovely, didn't it? I mean, check out the Parisian cathedrals! And we've got pages and pages of concept art, and...look, can I at least get a giant Toblerone?

Thanks,
Adrian Smith

**Father Christmas Inc.**
Toy Manufacture & Distribution

Ho ho ho! Nice try... but no. You just get a punitive birching by my evil sidekick Black Peter. And your Tomb Raider license handed over to Crystal Dynamics.

Head office: The North Pole

Dear Santa,

How do you get into my house? I mean, I don't have a chimney, because I live in a luxury penthouse mansion in the middle of Newcastle. Anyway, can you bring me a new sofa this Christmas? Some filthy journalist puked on my last one, see. I promise Driver 3'll be ready by the end of March. Or April. May, at the very latest.

Cheers,
Martin Edmondson

**Father Christmas Inc.**
Toy Manufacture & Distribution

Ho ho ho! I get in through the skylight, same as the burglars, Martin! And no sofa for you – Mrs Claus nearly kicked me out of the house because I swore so much at Stuntman. You'll have a lump of coal and like it.

Head office: The North Pole

OHAIYO SANTA-SAN

KEN KUTARAGI HERE. OBVIOUSLY, I ALREADY OWN MORE THAN ENOUGH OLD SPICE AND SOCKS - ALONG WITH AN ENORMOUS CONDO AND MORE MONEY THAN I KNOW WHAT TO DO WITH - SO I WAS JUST WONDERING WHAT YOU DO THE OTHER 364 DAYS OF THE YEAR?

KONBAN-WA,
KEN

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Look, I make toys, dumbass. Jeez.

Head office: The North Pole

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Burnout
Burnout 2 Point of Impact

C = 0 3

Casper: Spirit Dimensions
Castlevania:L.of Innocence*
Celebrity Deathmatch*
Chamber of Secrets
Chaos Bleeds
Chaos Legion
Checkmate
Chris Edwards' Aggressive I.
Circus Maximus
Citizen Kabuto, Giants
Clock Tower 3
Club Football
Code Veronica X
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Contra: Shattered Soldier
Crash B'coot: Wr. of Cortex
Crazy Bump's: K's Car Battle
Crazy Taxi
Cricket 2002
Crush Hour, WWE
Cyprien's Chronicles

D = 0 4

Dakar 2
Dancing Stage Megamix
Dark Alliance
Dark Angel, J. Cameron's
Dark Cloud 2
Dark Legacy
Dave Mirra Freestyle BMX 2
David Beckham Soccer
DDRMAX: Dance D. Revol.6
Dead or Alive 2
Dead to Rights
Def Jam Vendetta
Delta Force: Urban Warfare
Desert Storm
Desert Storm 2
Deus-Ex
Devil May Cry 2
**Die Hard: Vendetta**
Dino Stalker
Disaster Report
Disney Golf
Disney's Extreme Skate Adv.
Disney's Kingdom Hearts
Distant Thunder
Dot Hack
Downforce
Downhill Domination
Dr. Muto
Dragonball Z: Budokai
Draken: Ancient Gates
Dredd vs Death
Drome Racers
Dropship
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4

E = 0 5

Ecco the Dolphin
Eden, Project
Eggo Mania
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S, Driving
Emperor's Tomb
End Game
**Enter the Matrix**
Episode 1: Star Fighter
Escape from Monkey Island
ESPN Int. Winter Sports '02
ESPN Inter. Track & Field
ESPN NFL Football
Everblue 2
Evergrace
Everquest Online Adventure
Evil Dead: Fist. of Boomstick
Evil Twin
Evolution Skateboarding
Evolution Snocross
Extermination
Extreme G Racing Associat.
Extreme G3
Extreme Racer
Eye Toy: Play

F = 0 6

F1 2002
Fatal Frame
Fellowship of the Ring
FIFA 2001
FIFA 2002
FIFA 2003
**FIFA 2004**
FIFA World Cup 2002
Fighting Fury
Final Escape, SOS
Final Fantasy 10
Finding Nemo
Fire Blade
Fire Warrior
Fisherman's Challenge
Forever Kingdom
Formula 1 2001
Formula 1 2002
Four by Four Evolution
Freaky Flyers
Freedom Fighters
Freekstyle
Freestyle BMX 2
Freestyle Metal X
Frontline, Medal of Honor
Futurama

G = 0 7

G1 Jockey
Galerians: Ash
Getaway
Ghost Recon
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Golf, Swing Away
Gradius 3 & 4
Gran Turismo 3
Gran Turismo Concept
Grand Prix Challenge
Grand Theft Auto 3
**Grand Theft Auto: V. City**
Grandia 2
Grandia Xtreme
Gravity Games
Great Escape
Green Rogue
GTA 3
GTA: Vice City
GTC Africa
Guilty Gear X2
Gumball 3000
Gundam: Journey to Jaburo
Gungrave

H = 0 8

Hack (Dot)
Harry Potter & Ch.of Secrets
Haunted Mansion*
Haven: Call of the King
Headhunter
Herdy Gerdy
High Heat Baseball 2002
High Heat Baseball 2003
Hitman 2: Silent Assassin
Hoodlum Havoc
Hot Shots Golf 3
Hot Wheels: Velocity X
Hulk
Hunter: Reckoning Wayward

I = 0 9

In Cold Blood
Incredible Hulk
**Indiana Jones: E.'s Tomb**
Indycar Series
Inter. Superstar Soccer 3
Inter. Winter Sports 2002
ISS Pro Evolution

J = 1 0

Jade Cocoon 2
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F.
James Cameron Dark Angel
Jedi Star Fighter
Jekyll & Hyde
Jikkyou World Soccer 2000
Jikkyou World Soccer 2001
Johnny Moseley Mad Trix
Jojo's Bizarre Adventure 2
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis
Just Bring It

K = 1 1

Kelly Slater's Pro Surfer
Kenga: Master of Bushido
Kessen 2
King of Fighters 2000
King of Route 66
Kingdom Hearts
King's Field: Ancient City
Knockout Kings 2002

L = 1 2

Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Blood Omen 2
Leg. of Kain: Soul Reaver 2
Legaia: Duel Saga
Legends of Wrestling
Legends of Wrestling 2
Legion: Leg. of Excalibur
LMA Manager 2003
Loony Tunes Space Race
Lord of the Rings: F. of Ring
Lord of the Rings: T. Towers
Lotus Challenge

M = 1 3

Mace Griffin: Bounty Hunter
Madden NFL 2001
Madden NFL 2002
Madden NFL 2003
Madden NFL 2004
Manhunt*
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Maximo
Medal of Honor Frontline
Medal of Honor: R. Sun*
Men In Black 2 Alien Escape
Mercedes Benz Racing
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Micro Machines
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Minority Report
Mobile S.Gundam:F.vs Zeon
Monkey Island, Escape from
Monster Jam Max. Destruct.
Mortal Kombat: Deadly All.
Moto GP
Moto GP 2
Moto GP 3
Mummy Returns
Music 3000
MX 2002
MX Rider
MX Superfly
Mystic Heroes

N = 1 4

NASCAR Thunder 2002
Naval Ops:Warship Gunner
NBA 2K3
NBA Jam 2004
NBA Live 2003
NBA Starting Five
NBA Street Volume 2
NBA Tonight 2002
NBA Tonight, ESPN
NCAA Football 2003
NCAA Football 2004
Need for Speed: H.Pursuit 2
NFL 2001
NFL 2002
NFL 2003
NFL 2004
NFL 2K2
NFL Blitz 2002
NFL Blitz 2003
NFL Gameday 2004
NFL Primetime 2002
NHL 2003
NHL 2004
Nightfire
No One Lives Forever

O = 1 5

Off Road Wide Open
Oni
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
Operation Winback

P = 1 6

Pac-Man World 2
Paris-Dakar Rally 2
Penny Racers
Pitfall Harry
Player Manager 2001
Player Manager 2002
Pool Master: Q-Ball
Powerpuff Girls: R.Rampage
Premier Manager 2002
Pride Fighting Champion.
Primal
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Pro Rally 2002
Project Eden
Project Zero
Pryzm: The Dark Unicorn

Q = 1 7

Quack Attack

R = 1 8

Raging Breath
Ratchet and Clank
Ratchet and Clank 2*
Rayman 2: Revolution
Rayman 3
Rayman M
Real Pool
Real Robot Regiment
Red Faction
Red Faction 2
Reign Of Fire
**Res. Evil: C. Veronica X**
Resident Evil: Dead Aim
Return to Castle Wolfenstein
Revolution, Quake 3
Ricky Carmichael's MX 2002
Riding Spirits
Robot Wars
Robotech: Battlecry
Rocky
Rom. of Three Kingdoms 7
Rom. of Three Kingdoms 8
RTS, Army Men
RTX Red Rock
Rugby 2004
Run Like Hell
Rune: Viking Warlord
Rygar Legendary Adventure

S = 1 9

Scooby Doo: Night of 100 F.
Scorpion King
Seek and Destroy
Seven Blades
Shadow Hearts
Shadow of Memories
Shadow Of Zorro
Shadowman 2
Shaun Palmer Snowboarder
Shinobi
Shox
Silent Hill 2
Silent Hill 3
Silent Scope
Silent Scope 3
Simpsons: Hit & Run*
Simpsons: Skateboarding
Sims
Sly Racoon
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.Mouth
Smash Court Tennis
Smugglers Run
Smugglers Run 2
SOCOM: US Navy Seals
Soldier of Fortune
SOS: The Final Escape
Soul Calibur 2
Soul Reaver 2
Speed Kings
Spiderman The Movie
Splinter Cell
SpongeBob Sq.Flying Dutch.
Spy Hunter
Spyro: Enter the Dragonfly
SSX 3*
SSX Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars: Bounty Hunter
Star Wars: Jedi Starfighter
Star Wars: Star Fighter
Starsky & Hutch
State of Emergency
Street Hoops
Stuntman
Sum of All Fears
Summer Heat Volleyball
Summoner
Summoner 2
Super Bust A Move
Super Farm
Super Trucks
Superman: Sh. of Apokolips
Syberia
Syphon Filter: Omega St.*

T = 2 0

Tak and the Power of Juju
Tarzan Freeride
TD Overdrive
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Tennis 2K2
Terminator: Dawn of Fate
The Bouncer
The Fellowship of the Ring
**The Getaway**
The Great Escape
The Hulk
The Italian Job: L.A. Heist
The Legend of Black Kat
The Mark of Kri
The Matrix
The Mummy Returns
The Scorpion King
The Simpsons: Hit & Run
The Simpsons: Skateboard.
The Sims
The Thing
The Two Towers
Theme Park World
This is Football 2002
This is Football 2003
Thunderhawk: Op. Phoenix
Tiger Woods Golf 2001
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Crisis 2
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: War of Whisk.
Tom Clancy's Ghost Recon
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
**Tomb Raider: Angel of D.**
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
**Tony Hawk's U'ground***
Top Gun: Combat Zones
Total Immersion Racing
Treasure Planet
True Crime: Streets of LA*
Turok, Evolution
Twin Calibre
Twisted Metal Black
Ty the Tasmanian Tiger

U = 2 1

Ulti. F. Champ: Throwdown
US Navy Seals, SOCOM

V = 2 2

Vampire Night
Vice City, Grand Theft Auto
Virtua Fighter 4: Evolution
Virtua Tennis 2
V-Rally 3

W = 2 3

Wakeboarding Unleashed
War of the Monsters
Warhammer: Fire Warrior
Warlords (Onimusha)
Warriors of Might & Magic
Way of the Samurai
Weakest Link
Wetrix 2
Whirl Tour
White Out
Wild Arms 3
Winback
Winning Eleven 6
Winter Games: Snowboard.
Winter Sports 2002
Wipeout Fusion
Wolfenstein:Return to Castle
Wolverine's Revenge
World Champ. Snooker '03
World Cup 2002
World Racing, Merc. Benz
World Rally Champ.2 Extr.
World War2:Prisoner of War
Worms Blast
Wrath of Cortex
Wrath of Heaven
WRC: World Rally Champ.
Wreckless: Yakuza Mission
WWE Crush Hour
WWE Smackdown! 3: J.B.I.
WWE Smackdown! 4: S.Y.M.
**WWE Smackdown!: HCTP***

X = 2 4

XGRA
XIII (Thirteen)*
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Xtreme G3

Y = 2 5

Yu-Gi-Oh! Duel Monsters 2
**Yu-Gi-Oh! Duel. of Roses**

Z = 2 6

Zone of Enders: 2nd Runner

0-9 = 2 7

007 Agent Under Fire
007 Nightfire
102 Dalmatians
18 Wheeler
2002 FIFA World Cup
7 Blades

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